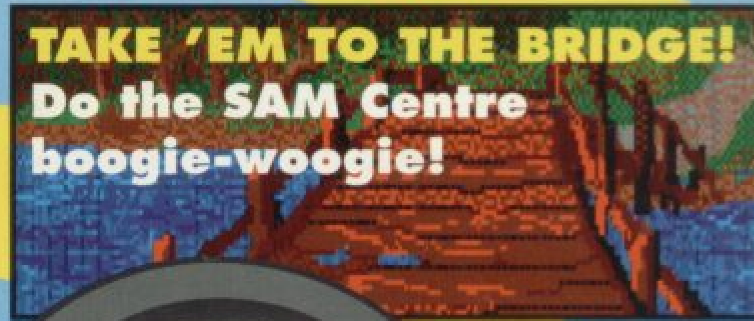
THE UNIVERSE'S BEST-SELLING SPECTRUM MAG!

The outrageously Speccy magazine

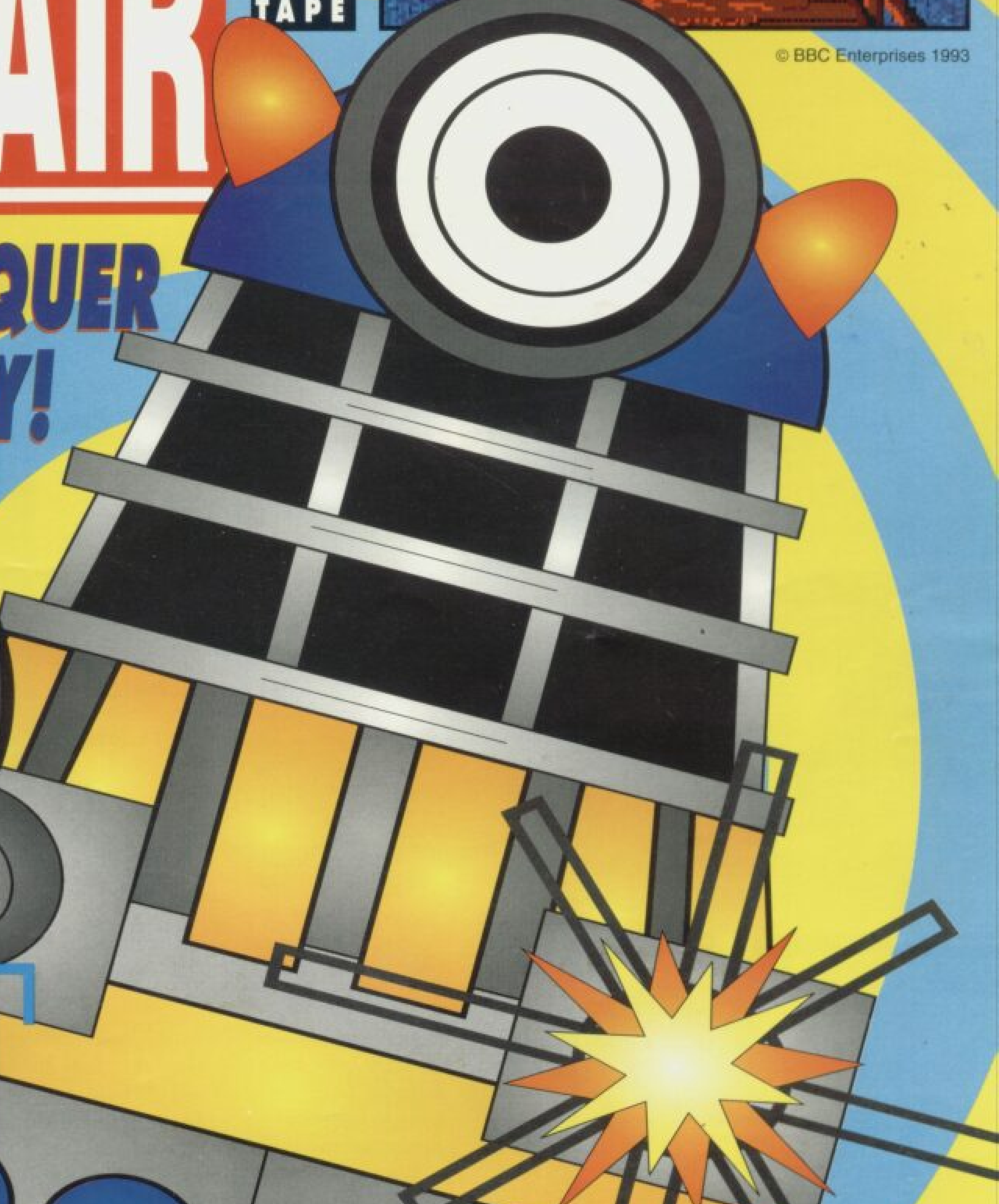
# YOUR SINCLAIR

JULY 1993
No 91
£2.50 WITH DUTY FREE TAPE



**TAKE 'EM TO THE BRIDGE!**
**Do the SAM Centre boogie-woogie!**

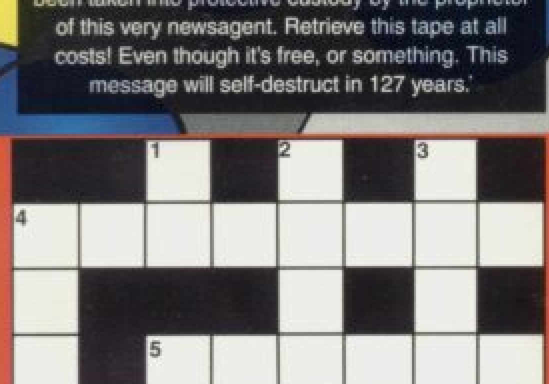




# DALEKS CONQUER AND DESTROY!

## Doctor Who: Dalek Attack reviewed

We interrupt this magazine cover to bring you a special announcement from the President of the United States, Telly Savalas. (Click.) 'My fellow fellows. You should not be able to hear this message as it is designed to be covered up by a tape. This tape, I am reliably informed, contains the spook French game *Captain Blood 128K* and, to protect it from the rising tide of International Communism, has been taken into protective custody by the proprietor of this very newsagent. Retrieve this tape at all costs! Even though it's free, or something. This message will self-destruct in 127 years.'



Run up a staircase to page 34

**They're destroying everything in their path! Commando, Swords And Sorcery and WWF get very (very) violent • The Remote – new Speccy hardware rolls in • Infamy! Infamy! Ooh, Sourcey! returns • Input Output gallops off madly in all directions • E-Tracker and Wop Gamma turn out for the SAM • Pitstop, Spec Tec Jr and Dial Hard tussle for the soup • Or something**

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# CONTENTS

Salutations, Spec-chums, and welcome to another friendly issue of YS. Sharp-eyed readers will already have noticed the absence of Tipshop. This is because Linda was taken seriously ill this month. It was a bit hairy at one point, but everything seems to be okay now, and it's just a case of waiting for our beloved ex-Ed to recover. Apparently she's already getting through about half a box of porridge per day, so things must be looking up. I'm sure you'll all join us in a hearty

## Get well soon, sausage!

If you read the newsflash below, you'll see the rise and fall of what I have little doubt would have been a dandy Speccy game. The decision to drop it is excrementally bad fortune, as we've seen a demo and it looks and plays rather damn well. Tragically it looks as if you'll not get the chance to actually buy the game – particularly ironic when two of our reviews this month are of SAM programs. I'd welcome your letters on the subject.

This month sees Input Output clearing its monstrously large backlog of reader ads in one three-page spectacular. Guess who had to type out the whole thing? Yup. Anyway, enough wibble. As Screaming Jay explodes into the Shed, it's time to head for the rest of the mag.

Happy trails,

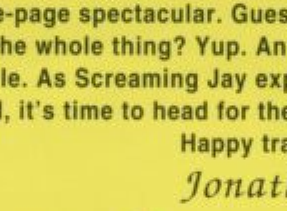
*Jonathan*




# SPECCY PRINCE OF PERSIA 'NOT VIABLE'

**The mysterious Thingy from Thingsoft that keeps popping up in YS can at last be revealed as that famous platform swashbuckler, *Prince Of Persia*. Yup, the game, er, YS said couldn't be done was being converted to the 128K Speccy by the Coupé incarnation's programmer, Chris White.**

**Chris, being a loopy stepladderish sort of chap, had started converting the game and then taken the idea to Domark (the licence holders) instead of the other way round. He was gambling on the fact that if most of the coding had been done, Domark would be more likely to award the licence and take a cut of the profits for essentially doing nothing, as Chris was planning to release and promote the game via his SAM company Noesis-Entropy.**


*Prince* – 'most of the coding had been done'. (Amiga screenshot, for some reason.)

**Initially Domark were very interested, and wanted to release the game themselves, but, after talks between their directors and American company Broderbund, who originally released the game, it was decided that a Speccy version would not be economically viable.**

# NEXT ISSUE ON

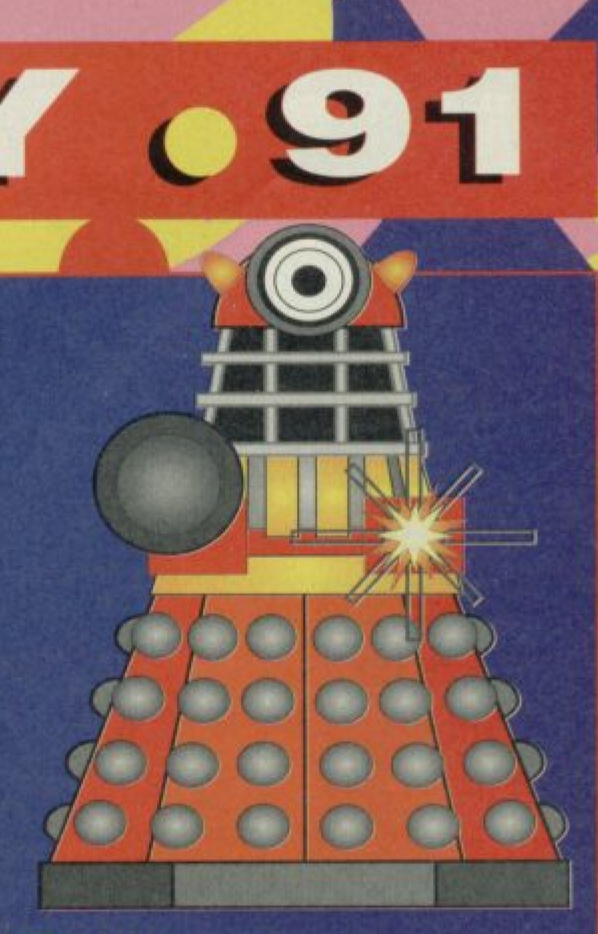
# S JULY • 91

## YIPE! LOOK AT THOSE GAMES!

### REVIEWS







### THE REGULARS



32




### Remote Compo

**Win, win and, er, win! There's a new bit of Speccy hardware on the market, and here's your chance to get hold of it before everyone else does! (Oh, it's a remote controlled joystick interface, by the way.)**






### Input Output Shakeitallaboutput

**It's an Inny Outy special! Three pages of prime classifieds, plucked from the ripest bunches and presented to you on bone china and with a sprig of parsley.**

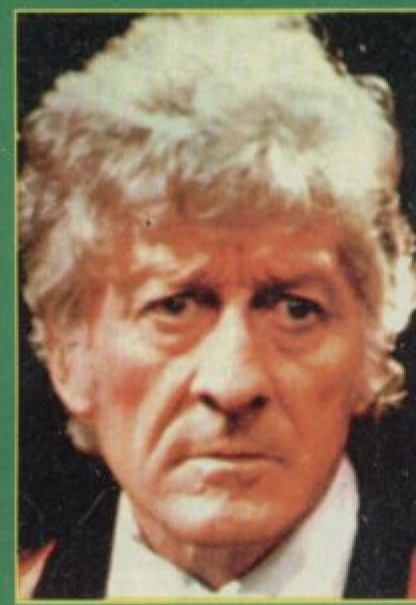
### AND IN YS2!

**Steve's Review Spesh ● Arts And Crafts ● The Adventures Of Batmac ● Where Are They Now? ● The Irregular Shed ● More stuff!**

# SALE JULY 6TH

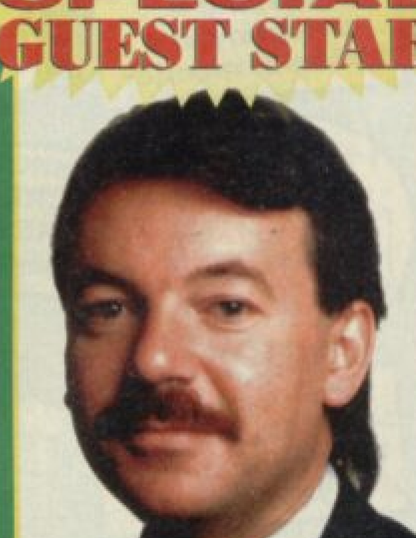


*Jonathan Nash, Editor ● Favourite Doctor? Tom Baker ● Why? Yes, I know it's predictable. I really wanted to express my support for that most underrated and forgotten of Doctors, Colin Baker, but we couldn't find a picture of him.*



*Andy Ounsted, Art Editor ● Fave Doctor? Jon Pertwee ● Why? I grew up with Jon. And 'Spearhead From Space' is my fave ever story – it's so spooky! Remember kids, never trust a dummy.*

## SPECIAL GUEST STAR



*Charles Darwin, scientist, most famous for his Origin Of Species ● Favourite Doctor? Arthur Jennings, MD ● Why? The marvellous purple pills he prescribed cured my lumbago in next to no time.*

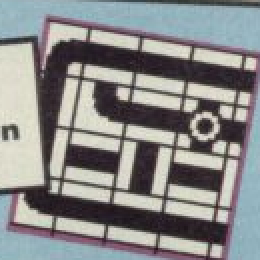


# BEAUT BOX

Stranger things have happened, though we've yet to see them. Yup, this month we've got a spook French game, two silly adventures, a snazzy reader concoction, a utility, Pokerama and YS2. It's SRO!



M CAPTAIN LE SANG (or whatever) is just to the right a bit.



Water, water everywhere! PIPEWORK is on page six.



THE BOGGIT, PART 2 is sitting quietly on page six as well.



Where PART 3 is keeping it company in a fraternal manner.



The MIKROPOL SCREEN COMPRESSOR is on page six.



Turn to page six for YS2, issue 2. Whatever springs your lock.



The wild and woolly POKERAMA is on page seven.

## CAPTAIN BLOOD



**Infogrames**
**128K only**

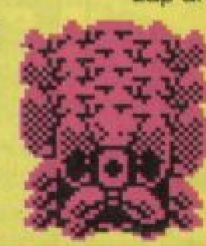
SPOOK FRENCH GAME

There's only one way to follow last month's Number One Game of All Time, and that's with a spook French game. YS and la belle France have enjoyed a long and fruitful friendship, with French programmers writing games that YS, er, finds extremely strange. *Captain Blood* is no exception. A recent study has shown it to be visibly stranger than Vacuum and Willllllllliam, the Odd brothers of Ilfracombe, who were bright blue and spent their time building icosohedral towers out of pineapple chunks.

The Cap of the title started life as a programmer named Bob Morlok. Seized one day with the desire to write a top-selling game, he found himself transported to an alternate dimension bearing not a small resemblance to that very game. Fleeing an attack by enemy fighters, his ship tore into hyperspace at entirely the wrong angle, with the result that Blood was cloned. To cut a long (but massively entertaining, must get this in print somehow, *YS2* anyone?) story short, Blood has to find the remaining five clones (called Numbers) and re-absorb them to replenish and stabilise his slowly thinning vital fluids.

### The even more 'French' game

*Captain Blood* is a game of interstellar travel and small talk, with a bit of mass destruction throw in. You have to zap around the galaxy of Hydra on the trail of the Numbers, stopping off at planets and questioning the inhabitants who, being generally self-serving sorts of characters, will probably send you off on a mini-quest before they let you in on what they know. Tch. Blood's ship, the Ark, is controlled by a bio-



### SIMON'S STARKERS*

Simon Forrester is a real fan of *Captain Blood*, and has actually completed it. He's magnanimously agreed to reveal a few starter hints, seeing as how it's all so incredibly complex, and nobody's as good at it as him (he says).

'The real skill behind *Blood* is your interviewing technique. Whenever you speak to somebody, always ask about the Numbers, Teleport (if they agree, they're undoubtedly friendly), Co-ordinates (if you're lucky, they'll reel off a nice list of other inhabited plants), and Ondoyante (everybody fancies her).

'Certain characters are a bit tricky to get along with. Giving everything away would be a bit pointless, but here's something to go on with. Yoko, the unspeakably nice Izwal, has had his pater kidnapped, but blubs so much you have trouble getting a word in edgeways. So as a fine, upstanding, sneaky *Captain Blood* player, you should lure him on your ship with promises of help, take him to an uninhabited planet, and drop him off. He scares easily, y'see, and lets fly with all sorts of useful info. Then you can nuke him, or whatever.' *(Boo! Hiss! Thousands of soft-hearted readers)*

***Er, sorry, starters.**



**1.** X-Y co-ords of Blood's Ark.
**2.** Fridgitorium.
**3.** Disintegrate teleported being.
**4.** Teleport (only if being agrees).
**5.** Before 5 mins: load. Else save.
**6.** Exterior vision.
**7.** Galaxy map.
**8.** Hyperspace warp to planet.
**9.** Oorxx contact mission.
**10.** Oorxx destroy mission.
**11.** Oorxx geophoto mission.
**12.** Upcom.
**13.** Birth ramp.
**14.** Time. (45 hour limit.)

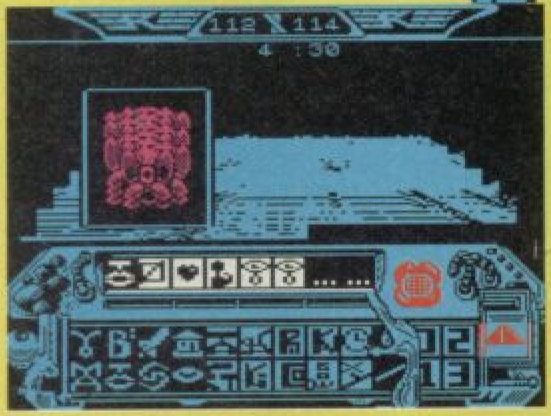


Flying through the fractal scenery of that emotively-named planet, er, 132-002. Yoko the Izwal is at the end of this canyon, but don't bother writing that down because the co-ordinates change with every new game. Ha!

consciousness called Honk. Honk, in an effort to keep the ailing Blood alive, has been replacing his organs with bio-mech supports, but things are reaching a critical stage. Blood cannot become a robot, and needs to re-absorb the Numbers to survive.



As the game progresses, Blood's hand will get shakier as his fluids thin away. This is quite normal. Do not panic. Then again, it is a visual reminder that Blood is dying, so perhaps panicking might be a good idea. (Yikes.)



It's a right old game, this conversation lark. Sort of like Tarzan In Space, really. You know, lots of 'Me Blood great warrior brave ship kill you want information co-ordinates Number.' Oh, and 'You Jane', of course. (Not really.)

## GALACTIC WHO'S WHO

**Antenna** Simple creatures, the Antenna are really very friendly. Maybe too friendly.

**Buggol** Beings with a particular social behaviour, being obsessively democratic. All belong to Yatanga, which is the only political party, whose aim is to defend democracy as obsessively as possible. The President's term of office is not fixed. As soon as a Buggol attains a majority, he is elected. Since all are eligible for high office, Presidents tend to change very frequently, sometimes every five minutes. At the time *Captain Blood* takes place, a Buggol remains on Rosko. He can't be elected, due to the shortage of electors. He would need two more votes to become President of Rosko. An impostor, Yukas, who doesn't even live on the planet has fixed the election and become President, with the result that Rosko is in political upheaval.

**Croolis** Separated into two distinct evolutionary branches – Vareux and Ulves. Each has always hated the other.

**Izwal** Peaceful and generous beings. Look almost human. Very cultured, but humble. Masters of Science.

**Kingpaks** Ridiculous creatures who smoke tromp tails (supposedly aphrodisiac) and eat pills. Not very smart. Rumour has it they inspired the early Pacman games.

**Migrax** As their name suggests, they are great travellers. Highly intelligent, they carry the news around the galaxy. Excellent negotiators. Their slyness is legendary.

**Numbers** Blood's clones. There are five of them: Number One, Number Two, Number Three, Number Four and that *(Whoops! Ed)* Number Five.

**Ondoyantes** Originally from the planet Ondoya, these are dream creatures. They appear beautiful to those whom they like, and ghastly to those they detest. This way, everyone knows where they stand.

**Robheads** Long ago, Hydra was invaded by bionic armies of android combat-robots with orders to take charge for a few thousand years. When the Hydrans got fed up with them, things went hideously sour for the robots. A few decapitated units managed to keep some systems functioning. They are the Robheads. They're just robot heads with a few memory zones still working. Completely harmless, they just lie there. They can't even reproduce, unless some passing geneticist takes a hand.

**Sinox** Hardworking and intelligent, the Sinox are the technology whizzkids of the galaxy.

**Tricephals** Very interesting genetically. These being have three android heads, each of which is equipped with an amazing tongue (it says here).

**Tromps** Inoffensive creatures, if somewhat stubborn. Their hair is highly prized by the Sinox as snuff.

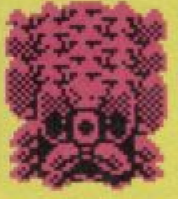
**Tubular Brainers** The only race so far known to have tubular brains. Their intelligence is quite particular and difficult to grasp. Inscrutable, that's the word.

**Yukas** Belligerent and underhand characters. No class at all. Little is known of their customs.

The Ark is incapable of a planetary landing. Instead, Honk gives birth to (don't ask) and sends down Oorxx, a sort of space fish fitted with biomissiles and sub-radio links. You have to control the Oorxx as it zips across the planet surface. An arrowed blip shows which way you should steer, and when the blip flashes, you're directly on course. If there are planetary defences, two arrows will start creeping towards each other across the screen. To avoid them meeting and blowing the Oorxx up, fly as low as possible. When you reach the end of the canyon, you'll find either a being or, er, nothing at all. The Oorxx stays on the planet, so if you return there, you can bypass all that flying around. Phew.



*Captain Blood* is, er, a captainy big game. There's a time limit of 45 hours, a galaxy of 32,768 planets and a cast of about 50. Good old save option, eh? (Actually, this in itself is worthy of a mention – you can only load a saved game before the clock reaches five minutes, otherwise you can only save. 'Only sneaky types and defective clones save the game after every action! You're neither of those, are you?' grins the manual. Well, we liked it.) Oh, and before you start sending in tips about who's to be found where, the game generates all the planet co-ordinates randomly at the beginning of every game.



Have fun, and don't let the Migrax grind you down. The fate of one ethically unsound computer programmer is in your hands.

## WHAT'S WHAT ON THE ARK

**Exterior vision/control panel mode** Click on the exterior vision icon to enter that mode, or any inactive icon (ie, the eye is closed) to return to the control panel.

**UPCOM module** Once contact has been established with a sentient lifeform in a canyon, or when a being has been teleported from the Ark's fridgitorium, the UPCOM (Universal Protocol of Communication) comes on automatically. It is a system of communication using icons. The icon dictionary uses two sideways-scrolling buttons, one rapid (click on the bar just below the icons) and one slow (place Blood's finger to the bottom left or right of the screen). Honk will translate an icon as you move Blood's finger over it, though with practice you'll be able to do it yourself. If words or ideas are not in the being's vocabulary, that icon will be blanked out. (This gives you a good idea of the being's intellectual level – watch out for people with no 'Howdy' icon!)



The being always opens the conversation, and as long as the mouth icon is still moving, it has more to say. Click on the mouth to reveal the next sentence. When the mouth has stopped, click on your icons to make a sentence, then click on the mouth again to send the message. The being can choose to break off the conversation at any time. (A quick 'HOWDY ME BLOOD' usually gets things going.)

**Teleport** When you transport beings aboard the Ark, they are put in suspended animation in the fridgitorium. The icon will not be active unless they have agreed to be teleported.

**Cremate being** Once in the fridgitorium, beings can be disintegrated. If the being is a Number, Blood will recover some vital fluid. Other beings' fluids are incompatible with Blood's biochemistry.

**Oorxx destroy mission** A crack nuclear suicide Oorxx zaps the planet irretrievably.

**Oorxx geophoto mission** In order to determine whether a planet has defences, you can teleport an Oorxx into low orbit to collect aerial pictures. Click on the icon once for a medium altitude scan and twice for a low altitude scan.

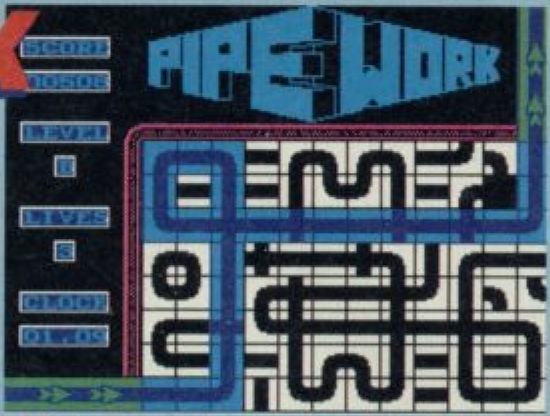
## CONTROLS

**Kempston, Sinclair or Cursor joystick or keys. Q – up, A – down, O – left, P – right, SPACE – select.**

# PIPEWORK

**Jonathan Cauldwell**

COMPLETE GAME



*It's driving me round the twist? Er, er, er, just a pipe dream? It has some very attractive curves? Oh, I can't stand it! (Life's a chicken coop, and he fluid. Andy)*

Now here's a programmer whose name you'll recognise. (Yes you will.) Jonathan Cauldwell has most recently been seen on the title screen of *Haunted House* under the descriptive subtitle 'Programmed by'. In the letter accompanying *Pipework*, he said, 'I really enjoy writing games, and as long as YS keeps publishing them, I'll keep programming them!' Actually, those weren't his exact words because we lost the letter, but it's the gist of it anyway.

Your aim in *Pipework* is to complete a path for the water (or gloop, or whatever) to flow through, from the entrance square (bottom left) to the exit square (top right). Complications arise in the form of (a) the time limit, which is a strict two minutes per level, and (b) booby traps, which are in the form of immovable but otherwise friendly-looking squares that blow up when wet. (These flash for a couple of seconds at the start of the screen, so get those memory trousers on.)

Later on, you'll find the letters B, O, N, U and – yes! – S appearing in the pipework. Arrange the pipes so that the gloop passes through all these, and you'll receive – no! It can't be! But it is! – a bonus. (Trickier than it looks, as the letters are immovable.)

Really smart presentation livens up the game no end. 128Kers are treated to a lovely metallic ting whenever a pipe is moved, and there's a tune and a spinning title and a big YS logo and everything. It's super (if a little tough) and you'll enjoy it. Yes you will, stop arguing.

### CONTROLS

**Joystick or definable keys. Sinclair joystick owners should define the keys as 6, 7, 8, 9 and 0, because the default set-up has switched up and down. (Tch.)**

# THE BOGGIT, PARTS 2 AND 3

**Delta 4**

SILLY ADVENTURE



*I never had any problem with escaping the Goblins' Dungeon in The Hobbit. It just seemed so obvious a solution. No, really. This was dead easy as well. Honestly.*

It's madness. No, not the adventure itself (although that is a bit silly) – the method of play. As *The Boggit* is a multi-parter (save your data at the end of one part to progress to the next), you might reasonably expect it to go from *Part 1* through *Part 2* to *Part 3*. This is not the case. For reasons best known to Delta 4, the recommended solution to the game involves travelling from *Part 1* to *Part 3*, then to *Part 2* and finally back to *Part 1*. Tch. Bring back the password-y ease of *Bored Of The Rings*, that's what we say.

Anyway, these final two parts of *The Boggit* see things getting extremely silly. At one point in *Part 2* you can wander about in the Shieling, home to Delta 4. If you stick to the game, you'll find things equally preposterous – there are a big-eyed Necromancer, a few elvish types and, of course, the stupendously inept dwarvish band you've somehow got tangled up with to get past. Honestly, a prospective ring-bearer's work is never done. Well, until the end of the game, at least. (Yibble.)

### CONTROLS

**Great Scott! A – a pair of hands! And look over there – a keyboard! Now I'll just bet that something will happen when you put the two together.**

# MIKROPOL SCREEN COMPRESSOR

**Mikropol**

PD UTILITY

From the man behind the *Signal Part 3* demo of yore, er, Mikropol, this *Screen Compressor* is a cut above the rest – including Ooh, Sourcey!'s, no less. *(Shock! Readers entering into the spirit of things.)*

When you load the utility, you're given the chance to back it up (at normal speed) to tape. As well as tape file handling, it supports +D and +3 disk, but watch out – if you try to list the prog in 128K mode, the machine code at the beginning will crash the machine.

Anyway, the utility. It's all menu-driven and completely impossible to fool (well, nearly). Let's whisk you through the various options.

**1 – Tape/disk** Toggle between +D disk and tape/+3 disk.

**2 – Header/headerless** If your screen doesn't have a header (the bleee-blip bit that prints up the name), select this option.

**3 – Normal (6912)/compressed** You can load in screens compressed with something else and then repack them.The only stipulation is that the compressed screen must be a relocatable file

**4 – Drive: A/B** The +3 disk option. You'll have to remove the REM from the beginning of line 5135 before you can use this. (RUN 9998 to save the new version.)

The prog also checks for you doing something silly, like trying to load a headerless file from disk, and, er, prevents you from doing it. You just select the media you want to load from, the type of file you're loading, and there you go. The loaded screen is compressed four different ways, and the most efficient from those chosen by the prog. The files produced are relocatable – use them with LOAD "filename" address: RANDOMIZE USR address. A note for techy people – you can relocate the files in machine code as well. Just plonk it wherever you like and CALL.

If you do manage to accidentally break out of the prog, just enter GOTO 5010 to restart without losing your picture. It's really that simple, and it's really that fab. Good old Mikropol, even if he was churlish about the SAM in *Signal Part 3*. His prog certainly makes Ooh, Sourcey!'s look crap. *(Hurrah! Readers getting the wrong idea entirely.)*

### CONTROLS

**1-4 – toggle options, SHIFT+7 – scroll up through menu, SHIFT+6 – scroll down through menu, or use arrow keys. GOTO 5010 if the program stops with an error.**

# YS2 BONUS PROGRAM

## Y-Not Software/Delta 4

Okay, time to come clean. *YS2* is, in fact, a teletext prog. In the fine tradition of *Spectacle* and *Sceptical* (the driver of which it uses in an entirely naughty manner), *YS2* features pages and pages (and, er, pages) of inconsequential textual wibble to pore over and ignore. Hey, it's something to read, anyway. Er, after you've finished with the upliftingly well-crafted mag, of course.

### CONTROLS

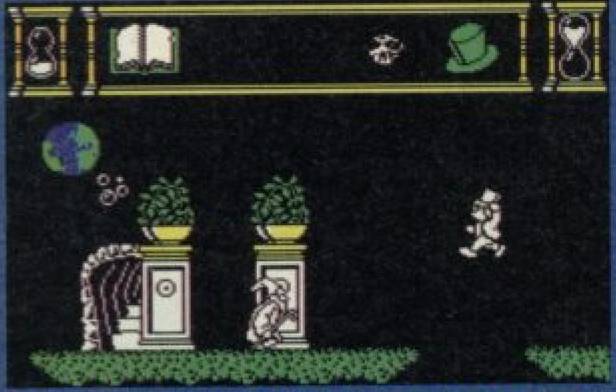
**Dial in three digits corresponding to the page you want to peruse.**

# POKERAMA

Jon North's been coming in for a bit of flak recently, most notably when flying over The Hooded Tiger's secret hideout, but we're not allowed to mention that. A few people have pointed out that *Pokerama* seems to have been getting a bit stale as of late, what with several repeated POKEs and a deplorable lack of free money, or something. (Readers, eh?)

Jon, in response to these allegations, broke the interviewer's arm, then put on a balaclava and set out to run 50 miles in order to throw the Tiger's henchmen off the trail. Honestly, you just can't keep him down.

'James' Northy's secretly-assigned POKEs this month are...
*Heartland* – infy energy, infy time
*Top Gun* – infy lives
*Crosswize* – immortality
*Brainstorm* – always qualify
*Tantalus* – infy energy



How about jumping for joy? Er, er, er, jumping to it? Performing a leap of faith? Bouncing back from the brink? Springing into action? Oh, I can't stand it! *(And it's all his vault. Andy)*

## TAPE WON'T LOAD?

**For flip's sake don't send it to us. We'll just shake our heads sadly, make mildly disbelieving clucking noises and then throw the tape in the bin (after extracting the inlay for the recycling box, of course). No, send your tape, along with a sae, to Ablex! Yes, Ablex, duplicators to the stars, will be able to supply a newly-minted replacement that's practically almost virtually guaranteed to work! Address your tapes to Ablex, Harcourt, Halesford 14, Telford TF7 4QD.**

# THE SHED CREW

**'The band, Elwood – the band!' Little did John Belushi know what horror these words would cause. After a screening of The Blues Brothers at the local cinema, the Shed Crew have decided to form a band. (Oh no.)**



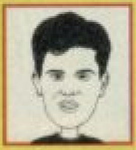
**Jonathan Nash**
Jonathan rubbed his chin. 'As you know, I have a deep and genuine admiration for Rolf Harris. I'd like now to entertain you with a medley of Rolf's greatest hits as performed on my Stylophone. Er, hello?'



**Andy Ounsted**
Opening a well-used case to reveal his electric guitar, Andy blasted out 'Blitzkrieg Bop' by The Ramones, kicked over a couple of boxes, pushed Dave out of the way in a reasonably rough fashion then took a run-up and slid across the floor on his knees. Unfortunately, as the floor was covered with a nylon carpet, his trousers caught fire halfway and he finished the manoeuvre running around in his underpants, beating out his trousers with the guitar. The others decided to make him lead guitarist as long as he promised to repeat the performance as a finalé to the gig.



**Stuart Campbell**
Stuart unslung his famous bass guitar, 'Little Nell', and plugged it into an incredibly large amplifier. Raising the pitch of his voice to counteract the achingly low power hum that was gradually vibrating the crew across the room, he launched into the opening of the BMX Bandits' hit, 'Top Shop Girl'. Every fuse in the Shed exploded.



**Dave Golder**
'Don't panic!' called Dave as people panicked. Calling on his scouting powers, Dave rubbed his drumsticks together and produced a reassuring flame, revealing a Stuart-shaped hole in the ceiling. After agreeing to make Stuart the rhythm guitarist as long as he repeated the performance as a topper to Andy's finalé at the gig, the crew decided to move into the garden. Dave set up his drum kit and announced he'd be playing along to William Shatner's cover of 'Hey, Mr Tambourine Man'. He twirled the crispy 'sticks in the air, shattered them against the snare drum and ran off in tears.



**Craig Broadbent**
Craig had planned to regale the others with a BEEP version of 'Axel F' composed on his Speccy, but fortunately the power lead wouldn't reach from the Shed.



**Simon Forrester**
Simon tuned up his electric guitar and shook his head about a bit. 'And now, the thrash metal version of the theme to The Flumps,' he announced, played an amazingly loud and unrecognisable solo then sat down and looked pleased with himself. The others decided to make him support rhythm guitarist as long as he promised not to do anything.



**Simon Hindle**
Simon's tape recorder produced a fast-paced succession of clicks and tinny bleeps. 'It's a little composition of mine called Rerouting The Fractional Results Of A Financial Computation To My Account,' he grinned and headed for the nearest phone box, but, due to a mix-up, accidentally called a record producer and found himself at the top of the techno charts. The others agreed to deny everything if the police came round.



**Phil McCardle**
Phil unpacked some explosives and announced that he would be playing Tchaikovsky's '1812 Overture'. The crew ran away.



**Simon Cooke**
Pushing his hat to the back of his head, Simon attempted to blow a mournful sax while husking a tough voiceover. The doctor said there'd be no lasting damage and put him on non-solids for a month.



**Leigh Loveday**
'I'll be the manager,' said Leigh as he put on a dreadful suit, and instantly broke up the band in order to reform in 10 years' time and cash in on the nostalgia market.

## HIGH SCORES



*Something good about a game? Then you'll find it next to this attractively-designed symbol (even though the teeth are a bit odd). (Oi! Andy) Yes, if a game has points of merit, this is where we'll summarise 'em.*



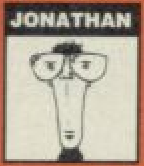
*Conversely, this is where you'll find the detrimental portions of a game. Crisp, scathing comment or minor whingeing, this is the box for all things bad. And, as a bonus, there are no oddly-drawn teeth in this illustration. (Go away. Andy)*




*And the final score goes here. 50% is taken as a strict average, and anything above 90% earns the fantastically revered title of YS Megagame and guaranteed success as Marvin Spudley, stoat juggler to the crowned heads of Europe, or something.*

# DOCTOR WHO:

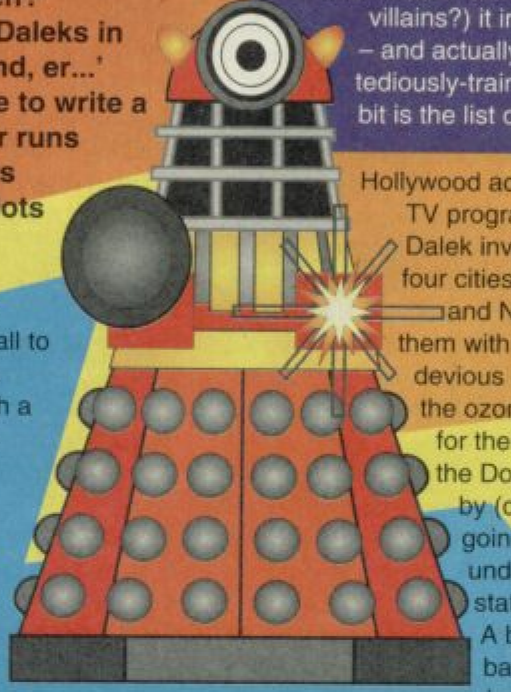
**Admiral Software/£7.99**
**☎ 0977 797777**




**The scene: Alternative Software. Enter an excited minion. 'Hey! I've just bought the licence to that top TV prog and-longest-running-SF-programme-of-all-time Doctor Who!' 'Wow! Great!' (A pause.) 'So what's it about, then?' 'Erm...' 'Weren't there Daleks in it?' 'Oh yes. Daleks. And, er...' 'Well, just get someone to write a game where the Doctor runs around a lot and shoots things. Oh, and put in lots of Daleks.'**

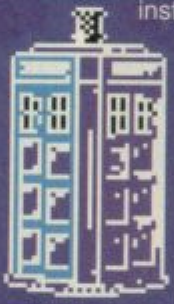
It's all rather depressing, really. The one thing *Dalek Attack* has is no relation at all to the TV prog. The Doc tears around the place armed with a machine gun trying to pass itself off as the sonic screwdriver, chucking grenades and generally behaving like The Doctor They Pushed Too Far. You get the choice of playing Ace (who's well known for shooting things and blowing them up) so turning the Doctor into Rambo Who is a bit pointless. But, hey, enough tedious trainspotting. You're probably wondering how the game plays – except for Fiona of Stratford, who's trying to remember if her library books are overdue. Fiona, they would have been, but I've renewed them over the phone. And do stop bending down the corners of the pages – use a bookmark.

The designers of the game have cleverly played up the hitherto underdeveloped Hollywood action film aspects of the TV programme. A spearhead Dalek invasion has taken over four cities, London, Paris, Tokyo and New York, protecting them with force domes. Pods of devious design are dissipating the ozone layer in preparation for the main force to land, so the Doctor infiltrates the domes by (dashed cunning, this bit) going through sewers and underground railway stations to get under them. A bit of gratis violins, a barney with an end-of-level guardian and it's off to the next bit. Ultimately you nip off to Skaro to capture Davros, the Daleks' creator, so there you go.

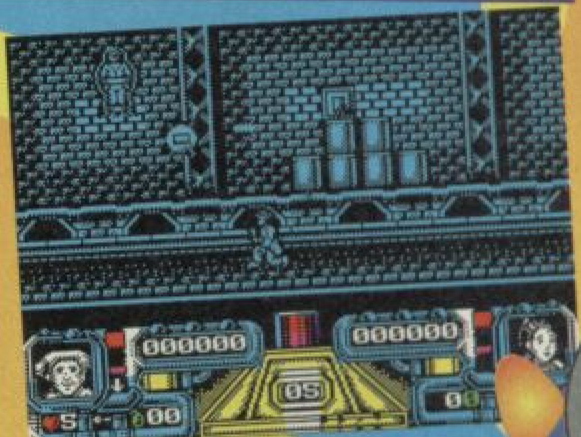


Technically, *Dalek Attack* can't be faulted. It plays at a cracking pace, scrolling two-thirds of the Speccy screen smoothly and at a knockout speed. Incredible. The Doctor and Ace leap about like someone's forgotten to switch on the gravity, and there's some lovely interaction with the backgrounds, with the Doc hanging from ledges and signs and sort of moving along hand-over-hand. Fab. There's even a Whovian touch to remind you you're playing a game about Doctor Who – the Doc holds onto his hat when he jumps. All in all, and ignoring the embarrassingly crap intro sequence, a really impressive start. (Better play the game properly then.)

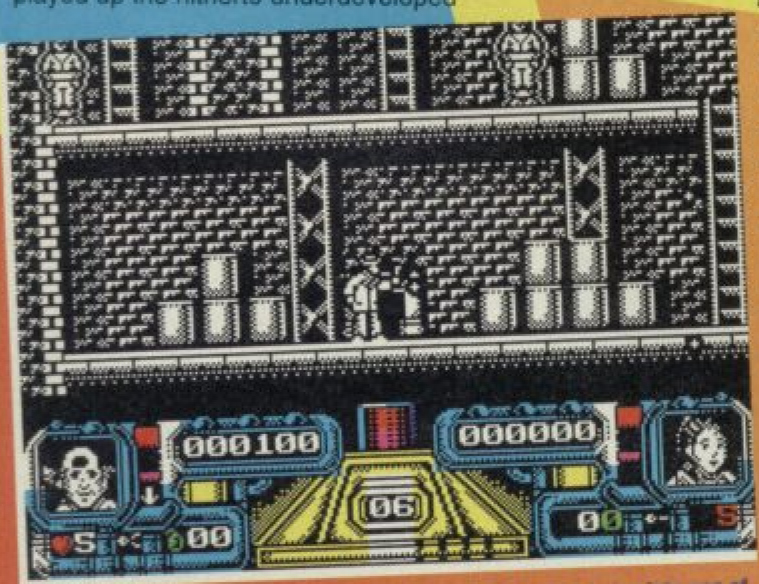
## MANUAL LABOUR



The manual for *Dalek Attack* is offensively poor. From trainspottery factual errors ('Davros glanced around the room menacingly' – er, he's blind, guys) to a rejection of the programme's whole ethical stance ('Quick thinking, agile reflexes and a tactical use of weapons are needed' – so what happened to outwitting the villains?) it invites ridicule. The worst – and actually relevant in a non-tediously-trainspottery-sort-of way – bit is the list of features and instructions. The booklet bangs on about the types of villain, the weapons available, the extra features, the 'hidden collectables' and the shop sequences, then prints a little disclaimer saying 'Certain features are not available in the Commodore, Spectrum and Amstrad versions due to restrictions imposed by these computers'. Or, 'We're not telling you what's relevant to your machine, but it's your fault for having a crap 8-bit anyway.' Of course, you realise this means war.



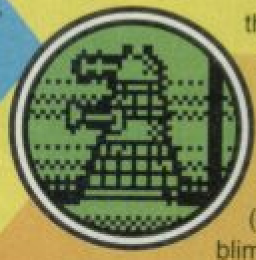

Hello! Doctor! I'm up here! Er, hello? No, I'm not down there. That's a snail. I'm up here – on the wall – the sort of flashing bloke. I'd appreciate some help, please. Hello? Oh, honestly.

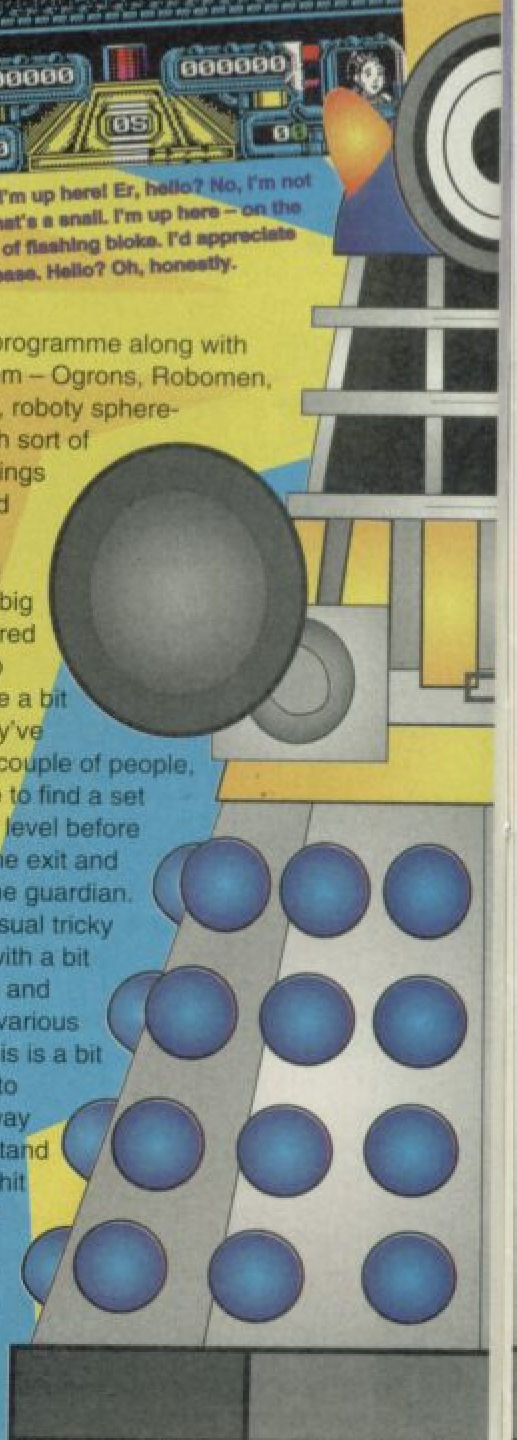



Believe it or not! Yes folks, this secret room can be found by going into one of the houses on the London level and searching a fireplace. Blimey. You'd expect to see Phoebe Cates' dad stuck up here, but you don't. Tch.

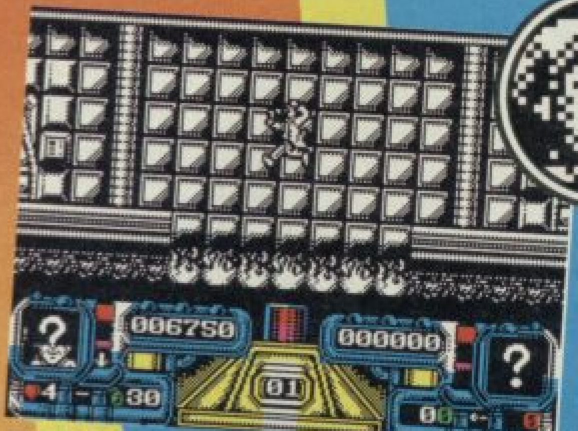
## Seek, locate, spiflicate

The Daleks haven't come to Earth alone, oh no. They've got a few minor baddies from the programme along with them – Ogrons, Robomen, er, roboty sphere-ish sort of things and (oh blimey) some sort of big flappy-trousered boss type. To give the game a bit of shape, they've kidnapped a couple of people, and you have to find a set number each level before heading for the exit and confronting the guardian. There's the usual tricky map layout, with a bit of running 'in' and 'out' through various doorways. This is a bit of a bodge – to enter a doorway you have to stand centrally and hit up, so it's too easy to inadvertently jump into the





# DALEK ATTACK




If I could talk to the animals/Just imagine it/Chatting to the chimps in chimpanzee/Blah blah blah animals/Diddly dum dum pigs/Probably the word oink in here somewhere as well/Doo doo doo. (Coventry went on to win 4-2.)



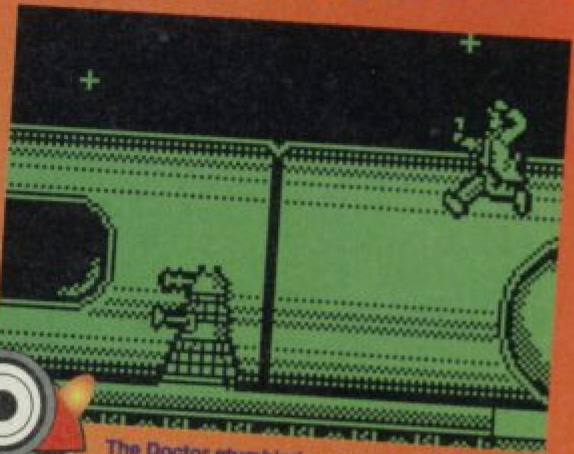
path of a monster's fire. That's another thing – the bad guys fire constantly if they see you. There's no break in the pattern, giving you no chance to avoid or jump past them without losing energy. You don't even have enough time to shoot then dodge the retaliatory blast, and I soon found myself running around at top speed and damning the consequences. Even if you do manage to zap a monster, it regenerates after a couple of minutes, which to my mind is a pretty low way of making the game harder – as is not resetting their positions when you leave a room, so there's a chance one will get you as soon as you materialise in a doorway. And another thing again – if you fall off a high ledge and die, you don't reappear on the ledge, but lower down, in mid-air. If you can't twist quickly enough to catch another ledge, you lose all your lives in a fashion horribly reminiscent of *Jet Set Willy*.

(Apparently Admiral are going to engage in a little programmish tweaking to fix the baddies-in-the-doorway bug, so we'll give them the benefit of the doubt there, but as far as I know, the other two bits are there to stay. Oh, and dear.)

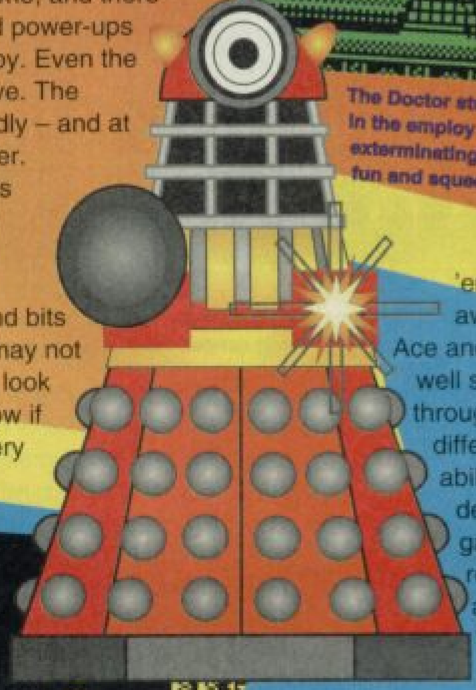
### Answer that and stay fashionable

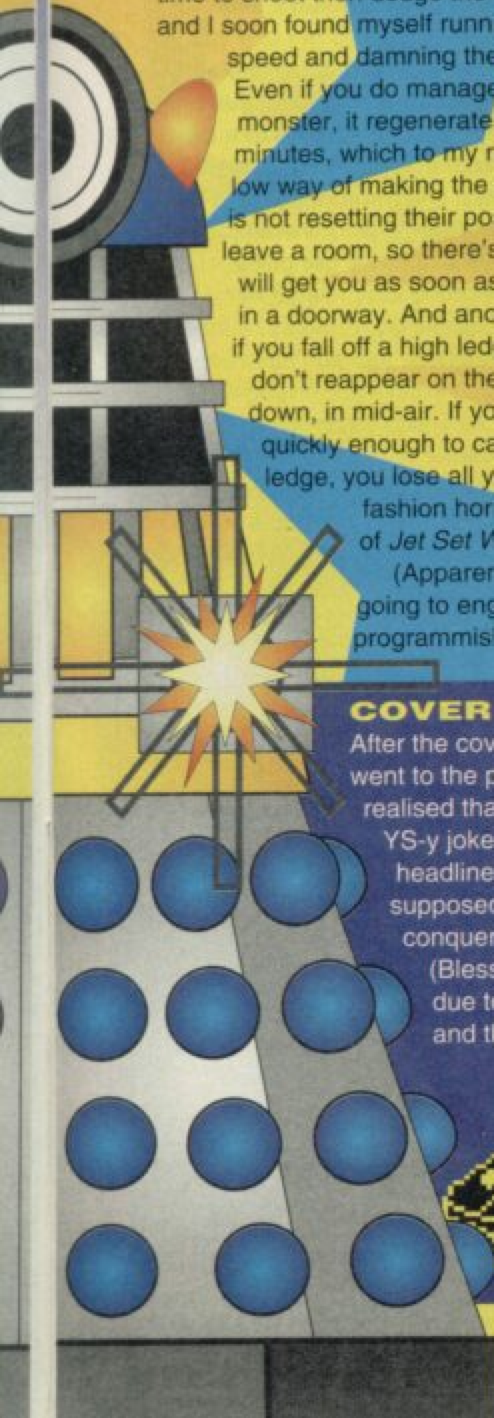
But it's not all bad news. The pace makes for an exhilarating platform game, and there are enough hidden bits and power-ups to keep explorer types happy. Even the multiload isn't that obstrusive. The game just seems haphazardly – and at times, shabbily – put together. There's no internal logic – as well as the Doctor shooting people, you've got Daleks spiriting hostages away to ledges and up chimneys, and bits of the scenery that may or may not be climbable (they certainly look climbable, but you don't know if they're just bits of the scenery until you trying jumping for 'em). The two-player mode is awful (you can flip between Ace and the Doctor, but may as well stick to one all the way through as there's no discernible difference between their abilities). Worst of all, those design faults that load the game in favour of the villains rob it of a sense of achievement (it's more 'Blimey, lucky I managed to get that monster who popped out of nowhere before his continuous laser stream finished me off' than 'Ha! Another skilful dispatch for Rambo Who. Hurrah for the forces of good!').

I dunno. *Doctor Who*'s been knocking the socks of every Speccy fan who's seen it ('How did they get it moving so quickly?' 'Wow!' etc) but then again, they've not been playing it. I have, and I'm disappointed. As a tie-in it falls to bits (as most do) and as a game it irritates the hell out of me. It's above average, but then only marginally.



The Doctor stumbled across one of the Daleks in the employ of the Tokyo Railway Authority, exterminating people who didn't join in the fun and squeeze into the carriages.





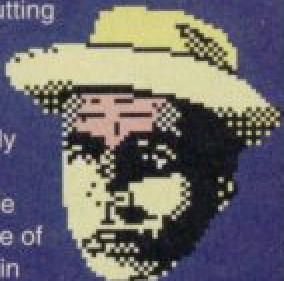
Disaster strikes when Ace and the Doctor, having left the TARDIS only momentarily to stock up on Refreshers, return to find that BT has swooped and replaced the ship with a grey phone booth that's already been vandalised.



### COVER VERSION

After the cover of this ish went to the printer, we realised that there was no YS-y joke on the cover headline. It was supposed to read 'Daleks conquer and destroy! (Bless 'em)' but due to, er, this and that we never got around to putting in the last bit. So, if you feel that this month's headline is just a mite too seriously violent for YS, please take the trouble to write '(Bless 'em)' on a piece of paper and affix it in the appropriate spot.

That concludes our Changing The Cover masterclass. Next month! A course on how to improve the *Dizzy* issue by removing all references to Dizzy! *(That's enough. Andy)*






## FINAL VERDICT

Smashing programming really gets the adrenalin flowing. You'll believe a Speccy can fly.

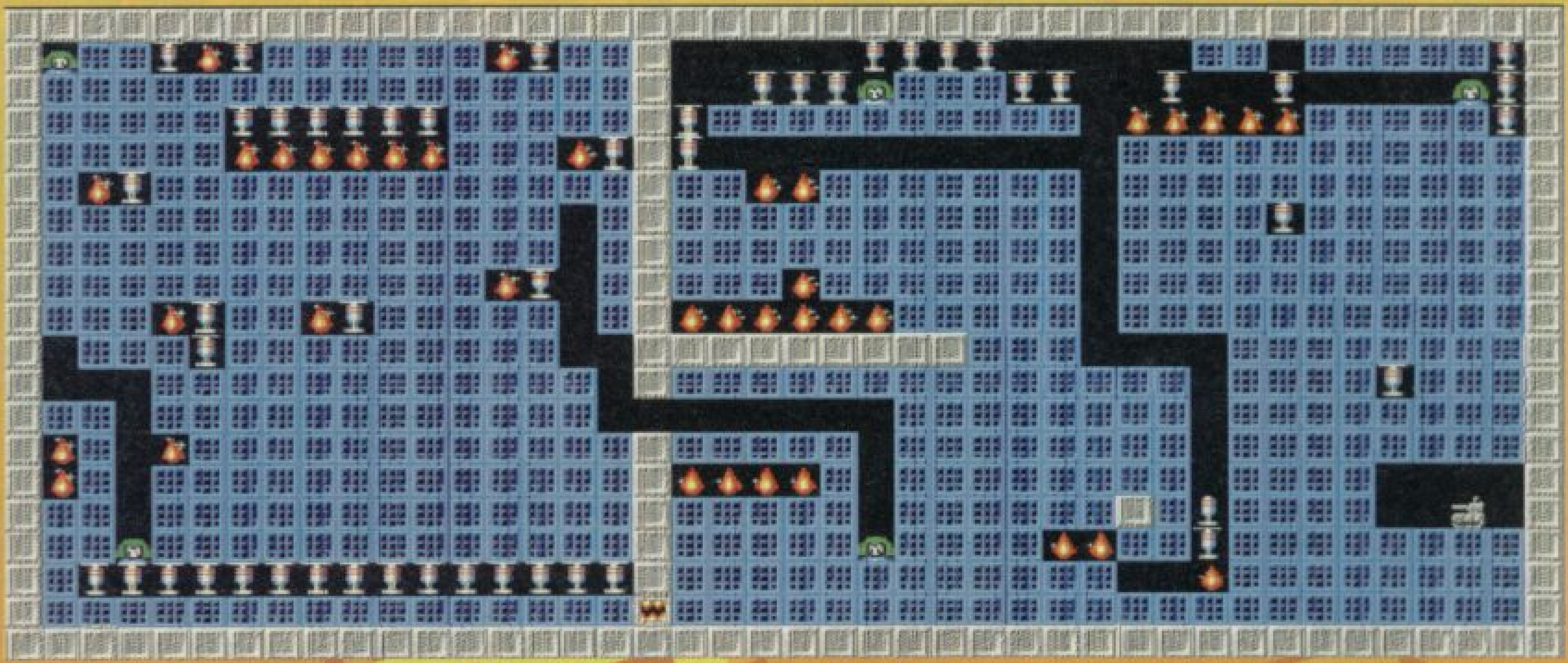
Shabby design spoils the effect. It's a chore to enjoy yourself.

I had great fun running around the place, but then the gameplay got in the way.

**56%**

# WOP GAMMA

## SAM program



Level One in all its technicolour, multi-gem'd glory. It's a tad simple, actually, with only one really tricky bit. Can you tricky bit, readers? No? Er, that's because there isn't one. We were just trying to inject the level with a feeling of exciting danger. Falsely, as is obvious from close study of this pic.ture. Still, you should see Level 99! *(So should you. Ed)*

**Revelation/£9.99 SAM disk**
**PO Box 114, Exeter, Devon EX4 1YY**



SIMON

**If you want to know about *Boulder Dash* style games, talk to me. If it's diggable, I've tunnelled through it. If it falls, I've avoided it. If it's collectable, I've picked it up. In short, I know *Boulder Dash*. We're like that. (Crosses fingers in complicated fashion.) So when Jonathan asked me to review *Wop Gamma*, I couldn't turn it down. I live for *Boulder Dash*. Another *Boulder Dash* game to me is like, like, another diamond to that bloke in *Boulder Dash*.**

So – the game. It's a straightforward 2D romp around underground caverns, where everything is affected by gravity, the idea being to dig around the place, avoid falling things, and collect diamonds. It all sounds really simple and heartily reflex-y, until you add the puzzle element (waagh – another SAM puzzle game!) with strategically placed obstacles that will quite happily plummet on your, er, sort of shiny green dome thang as you chug around. Oh, and there are the baddies, of course, but they're a bit lacking in the old brains, so you can lead them a merry chase.

Now I don't know who knocked together the levels, but I wouldn't like to play him at chess – this man can create problems with a few obstacles and a diamond that'll have your head aching in under four seconds. But with a little trial and error, and a lot of patience, (and a few friends – *Boulder Dash* is the original socially interactive game, after all) you should pull through with your nervous system intact.

The graphics. Mmmm. Very nice. Awash with colour, stuffed with objects that have depth, shadows, and just a smattering of cuteness for good measure. Movement is fluid, with smooth scrolling and no eye-blasting flicker. Sonically, you can't complain either. The one thing this game has got is music. And more music. A bit more music, and a few more little tunes just to make up the numbers. Almost makes up for the lack of sound effects, really, does the music.

But back to the gameplay. A couple of people have bemoaned the loss of the YS final verdict categories, so, er, I'll make up a couple now just to placate 'em. First, a gentle probing in the, um, Grab Factor area, not that it's really needed. The puzzles will intrigue you, so much so you'll definitely play again, and again, until you manage to get that last diamond. But what about, er, Staying Power? Think of it like this – with a lot of puzzle games, the solution to a puzzle can be so contrived, and unfathomable (on account of it being completely stupid), that as a player you're turned stone cold, and your machine will be turned off. Not so with *WG*. Each time you play, you'll figure it all out a little further, and each time you take a fresh look at a particular problem. Of course, it helps if you've got 10 or 15 close friends at hand to offer conflicting advice and boo you if their plans go wrong.

You'll also find that you don't have to play the same levels over and over again – there are 99 of the blessed things – thanks to a nice little password system that gives you instant access to every tenth level, without having to trudge through the graveyards of the stupid. It does take a few levels to really get going, y'see, which is one of the very few faults. There are a couple of others, but they're more sort of petty quibbles, like, shouldn't there be some indication when you've got enough gems to finish the level? As I say, quibbles really, so we'll diskard them uterly.

*Wop Gamma* is well worth buying. It's fun and addictive, which is about as good a recommendation as you can get. Yes indeedy, if I were to be reviewing this game, which I am, I'd give it quite a good score, which I have.



'Why is Martin sitting next to those mushrooms and composing a verse embodying some moral sentiment or precept?' 'Oh, he's just being gnomic as usual.'

## FINAL VERDICT



A real beaut game that gets in there fast and low and keeps on jabbing with the left.



It's. A. Puzzle. Game.

You could boycott it to show we want more than puzzle games, but it's just too good to miss. (Sorry.)

**88%**

# E-TRACKER

## SAM program

**FRED Publishing/£29.99**
☎ 0382 53593




**Soundtrackers. Music sequencer programs. Roll those words around your mouth. I'm sure you all know the story behind these darned 'trackers, but for those of you who take five year long holidays in Mozambique, here's the story. (Steve sways from side to side in ultimately unsuccessful attempt to reproduce cinematic flashback effect.)**

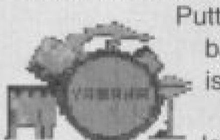
In the beginning there was the Amiga, and an all-round good egg called Karsten Obarski. Being such a nice fellow, Karsten came up with *Soundtracker*. It was popular, to say the least, and was ripped off quite a bit. (Yikes.) Then Mahoney and Kaktus did *Noisetracker*, Fairlight did *Startrekker* (ho ho) and various other people did their little bits to help the soundtracker concept evolve to its full potential, or something.

One bright, crisp, Polish day, BZYK decided to copy it to the Speccy, because all other music creation programs, especially *Wham! The Music Box* were complete crap. (Yea verily.) And, to put it frankly, the world of Spectrum demos was changed overnight. Well, obviously 'overnight' is a relative term. It probably was an overnight revelation if you happened to live within BZYK's postal district, thus ensuring your copy of the prog arrived within 24 hours. Programmers further afield had to wait a little longer, so perhaps it would be fairer to call it an 'over a variable amount of time' revelation. Yes. Sorry, where was I?

Life went on, and the SAM was released. But lo! There was no 'tracker on the Coupé!

So, one equally bright, crisp, Polish day, Mat and Kaz of ESI took the production of the wonder program into their hands, and after numerous late nights, *E-Tracker* was born. (Lo! Yea! Etc.)

The SAM has been crying out for a decent music package for ages, as far as I recall. Correct me if I'm wrong, but there's only been *The Sound Machine* and that made little more than a shallow dent in the huge lump of Silly Putty that forms the SAM user base. Let's hope that this one is received a little better.



Okay, so on first glance it looks more like a freaky monitor than a music program, with its six windows displaying lots of pure hex. This is what has made the 'tracker family popular, believe it or not. Rather than traditional music notation, the whole caboodle is organised as a rather funky sequencer, and the hex gives you near total control over the entire soundchip. What distinguishes *E-Tracker* from the Speccy's dearly beloved *Soundtracker* is the fact that it's a piece of commercial software. (The original was PD and – shriek! – free.) However, this isn't as bad as it might sound to prospective owners, as you get the benefit of a well-written manual into the bargain. People who have used Speccy *Soundtracker* will be performing leaping handstands at this news, because the original came with, er, nothing. You had to figure out this immensely complicated program for yourself. Anyone who could actually do it qualified for tea with the Queen, or something, but now, thanks to the wonder of modern science and manuals and things, you can quite happily design instruments and trigger ornaments with little more than a GCSE in Maths.

### CALL YOURSELF A MUSIC PROGRAM?

*E-Tracker* is pretty useless when it comes to some of the more practical elements of music-making. It can't:

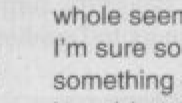
- Create that heavy, industrial sound made famous by The KLF with 'It's Grim Up North'.
- Make acidic rasping sounds like the weird Hoover noise The Prodigy use Perform live at Castle Donnington.
- Throw guitars at amplifiers like Nirvana.
- Become an international star like Rolf Harris. *(Rolf! I think you're fab! Ed)*
- Oh, and sound like The Orb.

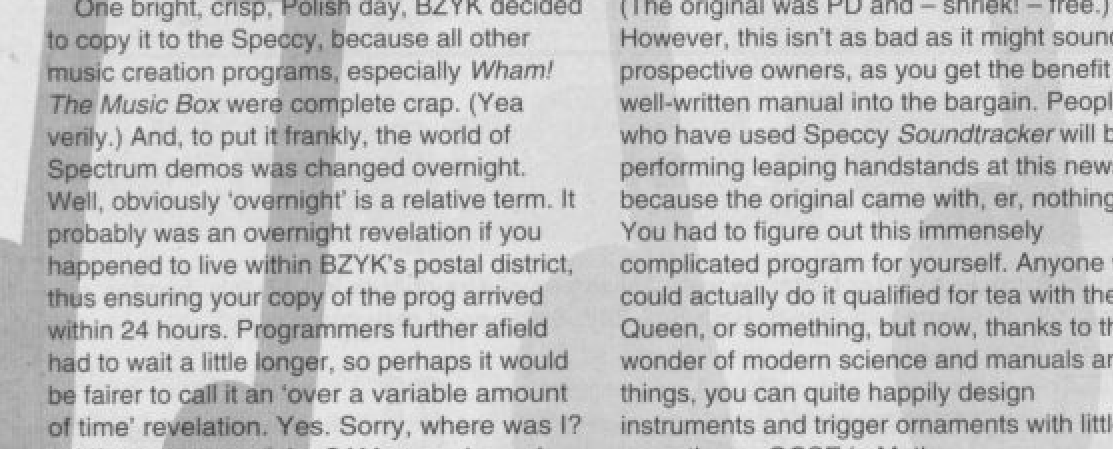


Of course, it would be pretty useless if you couldn't use the tunes you slaved over outside the program, so, just as with the Speccy *Soundtracker*, you get a compiler as well. Just write your song, squirt it through the compiler and you've got a standalone routine to call every frame. Hassle-free and fussless.

Now, I know *E-Tracker* will be a success. It's just right for really lazy demo coders, and I'm speaking from experience here. Six channels – eee, luxury. Bundled with the prog are a few useful bits and bobs: a nice conversion of Enola Gay by OMD and a token version of Axel F (with the obligatory wrong bit in the middle), several instruments and a warbling ornament. That little lot should set anybody off quite nicely, and before you know it you'll be tweaking the instruments and everything.

Faults? I've found a few. The prog as a whole seems pretty well debugged (although I'm sure someone will be smugly pointing out something or other before the ink's dry on the issue) but the, er, classically-styled interface is a bit clunky. You have to scroll through all the options on a menu rather than being able to get to one straight away – glerp. Still, can't quibble over the results – all you need is talent, as they say. And a bit of patience. And lots of time. Er, and a SAM might be handy. ✪



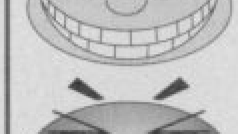



The thrills! The excitement! This dramatic screenshot demonstrates just what can go wrong if you fail to observe the proper safety precautions while juggling. Fortunately, this amateur was saved by the prompt action of a bag of toffee.

## FINAL VERDICT



**It's unique, and you get some great results from it. Oh, and it's got a manual.**



**It costs quite a bit. Oh, and it's got a manual.**

**Powerful 'tracker which should go down a storm. A few awkward bits and that price mar it slightly.**

**87%**

WRITE TO THE ED, YS, 30 MONMOUTH STREET, BATH BA1 2BW

# LETTERS



**Star Letter winners receive three free games! All letters win a YS badge!**

**Calm and bright, that's me. I can answer your letters secure in the knowledge that the vid's all set to record Rolf's Cartoon Club and Tiny Toon Adventures. Before we get going, I just have to say that we're going to have to limit winners to one badge, because we're running out of the blessed things. It's only fair, after all. (Houpla.)**

### RESCUING DORA CAME IN PARTS

Argghh! I've just fallen into the volcano on *Magicland Dizzy* for my one hundredth time! I have gotten completely and utterly stuck. I need to get across the volcano without falling in it. I phoned the helpline and they told me the solution came in four parts. The part I needed was number four.

Four weeks later I found out you needed to rescue all your friends first! As I hadn't (I couldn't figure out how to save Dora) I nearly screamed with frustration! Then I found out that rescuing Dora came in Parts One and Two! I am still waiting for Part One! You could call me frustrated!

Then I bought *Lemmings* and couldn't figure out Level 15. So I tried the POKEs you had included with the December ish. I couldn't get past Level Five with them as the screen either went blank or it totally refused to load!

**Caroline Else**
**N Walsham, Norfolk**

*Forgive my ignorance, but what exactly are you asking me? Still, it was a nice chat all the same. Bye. Come again. Bring some friends. Don't slam the doors of your car – there are people trying to sleep.* **Ed.**

### MY JACKET

Of all the computer mags out, YS's covers are the worst. They are designed to attract 10-year-olds. Let's have some 'average' covers. It's hard enough being 40 without having to sneak out of the newsagent with my YS folded up inside my jacket so nobody thinks I have a mental age of eight.

**Mike Savage**
**Hayling Island, Hants**

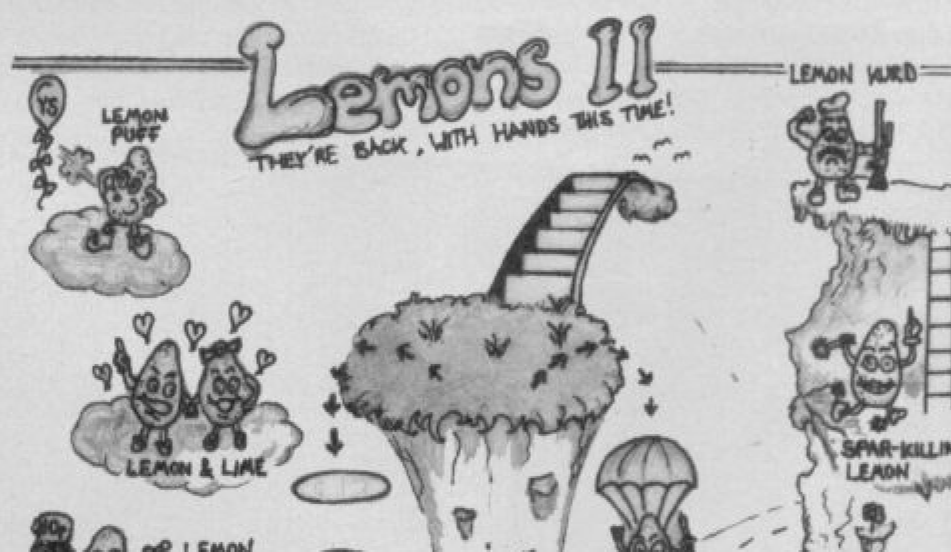
*I used to be a CRASH fan before I discovered YS (issue 47, fact fans), and I remember the notorious* Dun Darach *'bondage man' and* Barbarian *'friendly shave' covers, but I never felt embarrassed about buying them. If you're really worried*

## DOODLEBUGS



**A reet payer (or something) from Justin 'Star Letter as well' Williamson of Kirkintilloch in Glasgow. Send your 'bugs to Doodlebugs, YS, 30 Monmouth Street, Bath BA1 2BW Some good may come of it.**



*about looking silly, try going to the shop in disguise. Wear an outsized school uniform, run in, fire a catapult at the shopkeeper, shout 'I'm eight, me', buy the mag and run out again, changing in the security of a nearby sidestreet. Problem solved.* **Ed.**

**FREE SHUTTLE TO BRIGHTON SEA FRONT**

Re: Announcement – Sussex Amateur Radio and Computer Fair. We would be obliged if you would place the following announcement in your Rally Calendar. 'Sussex Amateur Radio and Computer Fair. Sunday 12th July, 10.30 to 4.00. Trade stands, bring and buy stall, picnic area, refreshments, car parking, free shuttle to Brighton sea front. Details from 0273 501100.' It is understood that this notice will be free of charge.

**RC Gornall**
**Hollington, St Leonards-on-sea**

*Yes, okay, I know it's a bit of a liberty, but I just couldn't resist anyone who lives at a place called St Leonards-on-sea.* **Ed.**

**MARVIN THE GUINEA PIG**

I am writing to claim my small and laughably inadequate prize for explaining what I was on about in my letter featured in issue 89. I was talking about the potions I'd prepared for Linda. I thought I couldn't send 'em through the post, but I was wrong, so here they are. On, and Marvin the guinea pig loved his name in print – he chewed up the article in delight.

**Mat Towers**
**Birstall, Leicester**

*Too late! The official winner of the small and laughably inadequate prize is, in fact, Linda herself. She dropped in after reading the ish to explain what was going on. But thanks for the potions anyway. A couple of people have expressed interest in the black peppercorn body scrub, along the lines of 'Wow! What's that?', then smelling it, then leaving the room extremely quickly. The grape hand cream has come a poor second in the talking-point stakes, but I think that's because it fails to be so spectacularly offensive to passers-by.*

*I would have given the potions away as a prize, but I've been advised that without first getting them cleared by a qualified chemist, this would be illegal. 'Strue.* **Ed.**

## STAR LETTER



**DECOMPOSED HAGGIS**

I know there aren't many Sinclair QL users reading YS, but couldn't you just start up a small column on the subject? You seemed to abandon the QL scene like it was a decomposed haggis after the mag changed names from Your Spectrum to Your Sinclair. There are still QLs available, and at cheap prices. By the way, please excuse the spelling, inordinate amount of Tippex, and the lack of paragraphs, sentences or newlines – our school's economising on education.

**Justin Williamson**
**Kirkintilloch, Glasgow**

*Yes, strange that. I dug out the last copy of Your Spectrum, and it states that the mag's changing names so it can also cover the QL and the 128K Speccy. Never one to renege on an agreement, YS is proud to present the return of the (very small) QL column.*




*Sadly, that's all we've got room for this month. Oh, and don't worry about the spelling – I've corrected it.* **Ed.**

**APPARENTLY WRITTEN**

On your May covertape, there was a demo called *Bicie*, apparently written with a program called *Soundtracker 2*. Have you any idea where I could get hold of a copy of the fab-sounding *Soundtracker 2?*

**Brian Robertson**
**Westcliff on Sea, Essex**

*Skusoft's* Soundtracker 2 *(or* Sample Tracker *as it will probably be known) isn't yet widely available. It's a PD prog though, so when it does turn up, it will be free. The real* Soundtracker 2 *(ie, the follow-up to the music prog we had on YS 83) may or may not emerge from the coding rooms of Pentagram depending on whether BZYK ever received that letter I sent offering him some cash for it, hem hem.* **Ed.**

**14.7%**

I want to complain about the number of repeats in *Pokerama*. Since it started on issue 63, a grand total of 213 games have been POKEd by Jonty on the covertape. Of these, 31 have been POKEd twice, five three times, and one a massive four (four! Four!) times.

Has Jonty run out of games to hack, or what? None of the seven POKEs on issue 89 has been recently featured in the mag, as was usually the case with older issues. The most recent game on that *Pokerama* was *Viz*, from issue 77.

There are plenty of games around to be POKEd by his skilful hand. According to my card index, of the 1453 games mentioned in YS since issue 50, the 213 games POKEd so far represent only 14.7% of the grand total.

**Paul Mayo**
**BFPO 8**

*Yes, he is a bit crap, isn't he? We've actually got a very small box of games here in the Shed – the rest have been sent to Jonty for hacking. The trouble is, he seems to suffer from a rare, specialised memory problem, and keeps forgetting about them, then rings up a month later, disclaims all knowledge of their existence and explains he had to hack some old games again. By my reckoning, he's now got around 1000 to 1500 of our games. And we'd like them back, Jon, if you happen to be reading this.*

*I'm very interested in this card index though. Of what possible use is it, apart from as reference for complaining about Jon (yes, he is a bit crap, isn't he) North? Do you sort of whip out the index during lulls in conversation at dinner parties? We'd love to know. Well, actually, no we wouldn't, but it sounds nice. Very carey-sharey-feelgood-'90s, or something like that.*

*Er, I'll give Jonty a stiff talking-to, anyway.* **Ed.**

**ALL THAT RUBBISH**

Shame about SU, isn't it? I know YS and SU were supposed to be deadly enemies and all that rubbish, but it

Keep up the good work, YS. Now that Sinclair User has SUnk, you're all we have left.

**John Bourne**
**Bexhill-on-sea, E Sussex**

*A trainspotter is a fabled award presented to someone who spots a mistake in YS. And you're not going to get one because of the horrible way you put the bit about YS being 'all we have left'. Nyaah.* **Ed.**

## SMALL PRINT




It's not fair. I was shocked, and also slightly baffled.

**Justin Williamson**
**Kirkintilloch, Glasgow**

*But 'baffle' means 'frustrate, confound or impede perplexingly'. It's an all-or-nothing sort of verb. You can't be slightly baffled. Ha! Captain Pedantry strikes again. (Quibbling is his raison d'être.)* **Ed.**

Tortoise is another word for houseplant in a very vague sense.

**Dan (The Lingo) Gavrovski**
**Jupiter**

*They haven't asked Julie Andrews to be in Mary Poppins 2.* **Ed.**

## TRAINSPOTTERS



**ONLY YOU WILL KNOW**

I'm 66, sometimes feel like 96, and keep going by pretending I'm 16. I don't know what a trainspotter is, so whether I need one or not, only you will know.

In the May issue, there is a mistake on page 29 under the heading 'Tunes 'n' Tests'. To use the RAM drive on the +2A, +3 and the +2B, the ! command does not operate. That's for the other 128Ks. You need to type SAVE "M:filename" or LOAD "M:filename" to use the RAM drive on these machines.

# NORMAN TEBBIT'S DEAD SERIOUS CORNER



### YOUR FINANCIAL MASTERS

As another overseas subscriber soon to be cut off from YS, I'd like to take up the issues raised by Vision of The Mad Guys, his letter and Linda's reply in YS 87. ('Shock!', Norman Tebbit's Dead Serious Corner.)

Let's make the position clear. There are places in the world outside the UK where YS remains on sale. This isn't one of them. Even if it was, the covertape wouldn't be with it, and that's the main reason why many people, myself included, want the magazine. Since I'm no longer to be allowed to subscribe the only way I can get YS is through Back Issues, as Linda has so kindly informed us.

In practice, what does this mean? It looks to me as though I have to send you a letter and a cheque every month, asking for the previous month's issue. Sorry, but I don't think I'm going to bother.

A small aside – if you look at your own Back Issues section, you'll find that no price is quoted for overseas delivery. Does this mean this in the midst of this terrible recession you're generous enough to supply me with back issues at the UK price? Or does it mean that you – or rather your financial masters – just couldn't give a damn?

I've been a subscriber for many years now. So have others. We've supported you – now, suddenly, we're an uneconomic proposition and you don't want to support us. What would it cost you to keep long-standing overseas subscribers supplied? There can't be that many of us. And I'm sure that many of those would be prepared to pay a higher price for the service.

**Keith N Dearn**
**Antalya, Turkey**

*It's a toughie, this subscriptions business. In the fine tradition of passing the buck, I showed your letter to YS publisher Colin Campbell, who had this to say.* 'It's a toughie. *(Great minds think alike, eh? Andy)* The plain fact of the matter is, subscriptions is unprofitable for us, which in business terms is a definite no-go area. But YS does send over 2,000 copies per month abroad – all with covertapes, I might add – so it should be possible for you – or anyone – to place an order via an international magazine distribution company called MMC. Find the biggest news vendor in your town, and order YS via them. If they have any trouble, give them MMC's address, which is MMC, Octagon House, Whitehart Meadows, Ripley, Woking, Surrey GU23 6HR. They'll be able to help out the newsagent. Sorted! Anyone for a game of football?' *At this point, Colin began dribbling a paper cup around the Shed before making a magnificent diving header and stunning himself on Andy's desk, but I think you get the idea.* **Ed.**

### SPECCY MAG

What has happened to SAM Centre? Just one page would do each month. I realise you are a Speccy mag, but your support for the SAM has been great up until now, so why stop?

**Christopher 'Casper' Bailey**
**Wisbech, Cambs**

*As you probably noticed, the last few SAM Centres were really struggling to fill two pages. There's just not enough happening in the SAM world to justify that amount of space in what is now an even smaller mag. Most of the upcoming games 'n' things that I know about, I'm not allowed to reveal because they're 'still in negotiation'. In other words, the licence-holders don't even know the conversion is being done until it's finished, so there's something concrete to bargain with. (It's called the Chris White Method after the programmer of* Prince Of Persia, *apparently.)*

*SAM Centre will most probably be an intermittent feature, popping up whenever enough news, progs or fanzines turn up to justify the space. It's either that or large amounts of nothing being printed each month, which isn't really the idea. And, as you say, YS is a Speccy mag, and in these lean days, Speccy stuff takes absolute priority. Well, Speccy stuff and jokes, anyway. Okay, Speccy stuff and crap jokes then.* **Ed.**

all gets a bit depressing when only one of the original three Speccy mags is left.

Well done for putting more techy stuff in the mag. Personally, I think both CRASH and SU went down because of their lack of technical stuff. CRASH were on the right lines with Techni-Tak but it was a bit late coming, and all SU had was Specman which was obviously just a blatant rip-off of Spec Tec. These days, people who want their computer just to play games will have bought a console, so techy stuff is definitely the way forwards for the 8-bit computers.

In reference to Mike McRoberts' letter in issue 89, OCP Art Studio can be obtained – with mouse – from Datel Electronics on ☎ 0782 744707, and *TLL* was on the SU covertape from issue 111 (May 1991).

By the way, what's happened to Pssst? And one more thing – as you're a +D chap, could you tell me whether INDUG, the +D user group, are still around, and if so where I can find them?

**Thomas Adams**
**Erith, Kent**

*YS and SU deadly enemies? Noooo, not really. We sent them Christmas cards and they, er, kept printing letters saying how crap YS was. (Erk.) Thanks for the vote of support for the techy bits, but I can't quite see how SU's Specman was a 'blatant rip-off' of Spec Tec. (No crap detective jokes for a start.) Spook fact though – both CRASH and SU's techy columns were written by the same chap, which just goes to prove something although I'm sure I don't know what.*

*Pssst! will pop up from time to time whenever there's enough news for a page. And INDUG do indeed still exist. Give them a call via FORMAT (the mag of the group of the film or something) on ☎ 0452 412572.* **Ed.**

### LIFE? DON'T TALK TO ME ABOUT LIFE

Picture the scene. Mike McRoberts innocently asks what game he's thinking of. 'It had small cell-like spores floating around and mating with each other and some other bad spores ate the good spores and you had to help kill the baddies. I suppose it was a bit like *Life* in 3D.' Floodgates open. People write in, freelancers call up, all with suggestions as to what the mystery game could be. We called in Stuart 'By the way, did I tell you I'm still officially Britain's Number One Gamester?' Campbell to comment on the suggestions.

**David Quantrill of Storrington in Sussex** thinks it's actually *Life* itself, and has sent in a 6502 machine code listing prog from the 1976 Tangerine manual to prove it. *Stuart's comment: Nice try, but hopelessly wrong.*

**Jeff Braine of the +3 Musketeers** has a mind that the game is Ultimate's *Nightshade*, which is indeed 3D, but bears no resemblance at all to *Life* (but rather a large one to *Knight Lore, Alien 8, Gunfright* and *Pentagram*, hem hem). *Stuart's comment: 3D angle – yes! Everything else – no!*

**Jonathan** thought it was *3D Spawn of Evil*, an ancient dk'Tronics game which sort of had giant nasties flying at you and mutating and, er, stuff (he hasn't actually played the game readers, but, and we quote, 'just remembers the ad and reviews'. Dear oh dear). *Stuart's comment: Hey, I've played* 3D Spawn of Evil, *and it's not that.*

**Lee Puggy Copey** thinks the mystery game is *Survivor* from Toposoft/US Gold – a sort of *Alien* in reverse, where you had to crawl around a spaceship and eat people to perpetuate your race, or something. *Stuart's comment: Ho ho ho. No.*

Have you got any idea what this *'Life in 3D'* could be? If so, drop us a line at Oh Sweet Mystery of Life, Letters, YS, 30 Monmouth St, Bath BA1 2BW. If not, er, don't.

# WONDERFUL WORLD OF SPECCY



### BIG +3

If you could tell the readers that I'm a big +3 hacker and that I have a huge +3 user club with more than 100 friend of +3. So +3 owners, write to me!

**Eurico Oscar Covas**
**Almeirim, Portugal**

*Hey everybody! Eurico Oscar Covas is a big +3 hacker! He runs a +3 club with over 100 members! So why not write to him, eh?*

*Anything to oblige.*

*Oh, all right, I know. Eurico's address is Rua das Milheiras, Lote 1, R/c Dto, 2080 Almeirim, Portugal.* **Ed.**

# multiface. BUY NOW! IT'S BYE NOW...

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TO PROTECT AND SERVE

SPEC TEC JR

## Got a problem? Get it solved! With SIMON COOKE

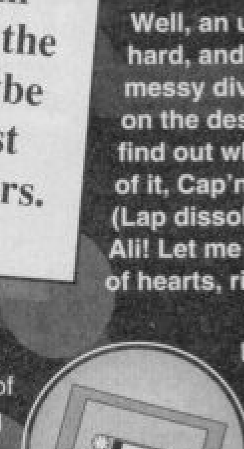


# SPEC TEC *Junior*

**It's a bit quiet in detective land at the moment. So maybe Simon could just answer some letters. Please?**

**Well, an uneventful month in Bath's most notorious detective agency to say the least. Times are hard, and business isn't very good. Looks like I'm going to have to get stuck into some of that messy divorce work I've been putting off. (As if it were the shopkeeper in Mr Benn, a case appears on the desk.) Ah! This is more like it – 'Go to Ali Palley's Magic Emporium in the High Street and find out what keeps happening to his female assistants.' The mind boggles! Hmmm. Come to think of it, Cap'n Spencer has been hanging around there recently as well, so I'd better watch my step. (Lap dissolve to detective talking his way past Ali Palley.) Of course I'm the magician you booked, Ali! Let me show you a card trick. (Detective adroitly shuffles cards.) Pick one, go on. It's the knave of hearts, right? There you go then.**

### GREAT SCOTT!



Could you tell me what kind of computer I have? The casing says +2 and the handbook also says +2 on the cover but, inside, every reference is to the +2A. I'm asking because I'd like a Multiface for the computer, but the Multiface 128 I ordered from Romantic Robot doesn't work despite their assurances that it tested out fine. Help!

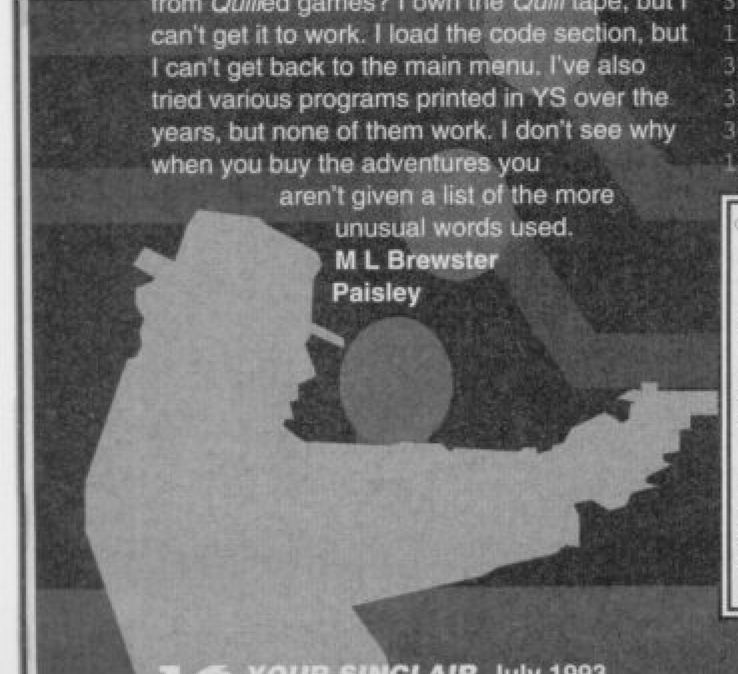
**Ken Scott**
**Edinburgh**

*Oh deary me! Now the thing is, the Multiface 128 doesn't work on a black-cased +2 – also known as the +2A, +2B or even as the +3-without-a-disc-drive in some circles. The reason is that when Amstrad redesigned the Speccy circuit boards for the +3, they removed some signals from the expansion socket. These signals were needed for the Multiface (as well as countless other devices). Ho hum. So what you need for your machine if you have a +2A, +2B or +3 is the Multiface 3. Problem solved!* **Si.**

### FEATHERS

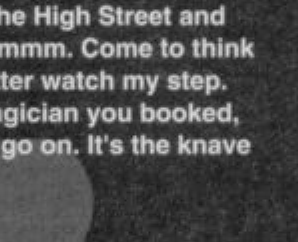
Can you help me in obtaining the vocabulary from *Quill*ed games? I own the *Quill* tape, but I can't get it to work. I load the code section, but I can't get back to the main menu. I've also tried various programs printed in YS over the years, but none of them work. I don't see why when you buy the adventures you aren't given a list of the more unusual words used.

**M L Brewster**
**Paisley**

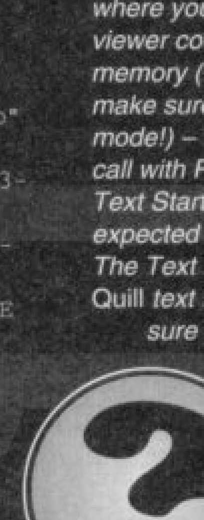


*Well, M, this is your lucky day! I've written a little program that will do the job for you – so here goes.*

```
 10 REM Quill Viewer (c) Cookie '93
 20 INPUT "Code address:";a
30 INPUT "Text start address:";a3
340 INPUT "Text length:";b
350 INPUT "Output to <P>rinter or
<S>creen? ";a$
70 GOSUB 200
 80 POKE a+1,2: IF a$="P" or a$="p"
 THEN POKE a+1,3
 70 LET a2=INT (a3/256): LET a1=a3-
(256*a2)
90 LET b2=INT (b3/256): LET b1=b3-
(256*b2)
100 POKE a+6,a1: POKE a+7,a2: POKE
a+9,b1: POKE a+10,b2
200 RESTORE 300
210 FOR L=0 TO 1e9: LET x=0: FOR
z=0 to 7: READ y
220 LET x=x+y: POKE a+z+(L*8),y:
NEXT z: READ z
230 IF z=x THEN NEXT L: RETURN
240 PRINT "Checksum error in line:
";300+1*10
250 STOP
300 DATA 62,2,205,1,22,33,0,128,453
310 DATA
1,0,128,197,229,126,47,254,982
320 DATA
32,56,2,62,46,254,128,56,636
330 DATA
12,245,62,20,215,62,1,215,832
340 DATA
241,230,127,24,234,215,62,20,1153
350 DATA
215,62,0,215,225,193,35,11,956
360 DATA
120,177,32,215,201,0,0,0,745
```



*The code address is where you want the viewer code to sit in memory (try 23296, but make sure you're in 48K mode!) – this is what you call with RANDOMIZE USR. The Text Start address is where your Quill text is expected to start – try 24663 if you're not sure. The Text Length is how long you expect the Quill text to be – enter 65536-a3 if you're not sure of this. Run the code (with RANDOMIZE USR a), and the text will be revealed. Any characters picked up that have a code of 128 or over will be shown inverted, and any below 32 will be shown as a full stop. Actually, you could use the same prog to examine other text files – just POKE a+14, 0 to remove the Quill decryption and give it a try!* **Si.**



### +3 OR NOT +3

I've just bought a +2A and although I find it easy to use, there are a couple of things I don't understand. On page 23 of the manual

## ALL POINTS BULLETIN

- As you've probably read above, a certain Mr Bourne needs a +2A manual. His address is 44 Haslam Crescent, Bexhill on Sea, East Sussex TN40 2QH.

- If anyone out there needs 3" discs for their good old +3, I know a place to get them for £2.20. Now, admittedly, this is a bit steep, but it's the best I can do for the moment unless some enterprising reader out there can find a better price! The place? Maplin! So grab hold of a Maplin catalogue from your local WH Smith, and look on page 182, under Maxell discs – CF2 3.0 are the ones you want.



# CRACKED!

SPECIAL INVESTIGATION SOLVED

**MON DIEU!**

Just thought I'd drop you a line and share a couple of Microdrive progs with you. The first is a short CATalogue loader, and the second is a full screen CAT loader that you can use for your most frequently used programs.



```
1 REM short CAT
10 CAT 1
20 INPUT "Program to
load ";a$
30 LOAD *"m";1;a$
40 STOP
100 SAVE *"m";1;"RUN" LINE 10
```

RUN line 100 to save the program so that it auto runs. And the full loader...

```
1 REM Full Screen CAT by Roy
Williamson, modified by Cookie
10 POKE 23693,7: CLS
20 RESTORE 500: LET x=0: LET y=2
30 READ a$: PRINT AT 0,16-INT (LEN
a$/2); INK 6; BRIGHT 1; INVERSE
1;a$: REM Centre text on screen
40 FOR L=1 TO 20: READ a$, b$: IF
a$="END" THEN GO TO 80
50 PRINT AT y, x*16; INVERSE 1;
BRIGHT 1; CHR$ (64+L); INVERSE 0;
BRIGHT 0;" ";a$
60 LET y=y+2: IF y>20 THEN LET x=1:
LET y=2
70 NEXT L
80 PRINT #0;"Press the appropriate
letter keyto load the program you
require.": REM This dandy stream
(#0) prints to the bottom two lines
of the screen
90 LET a$=INKEY$: IF a$="" THEN
GO TO 90
100 LET a=CODE a$: LET a=a-64:
IF a>0 AND a<L THEN GO TO 130
110 IF a>32 AND a-32<L THEN
LET a=a-32: GO TO 130
120 BEEP .25,1: GO TO 90
130 LET z=a: LET x=0: IF a>10 THEN
LET x=16: LET a=a-10
140 LET y=2+(a-1)*2: PRINT AT y,x;
FLASH 1; BRIGHT 1;CHR$ (64+z)
150 RESTORE 1000: FOR L=1 TO z:
READ a$, b$: NEXT L
160 LOAD *"m";1;b$
170 STOP
500 DATA "Spec Tec Jr!": REM
title of disc goes between the
quotes - up to 32 characters
in length
1000 DATA "File Title","xxxxx": REM
put your files in like this: Title
to be shown, Filename
5000 DATA "END","END": REM
terminator data - this must always
be left in!
8000 ERASE *"m";1;"RUN"
9000 SAVE *"m";1;"RUN" LINE 10
```

Right. Before I go on, you can use this prog on a +3 too – just add these lines.

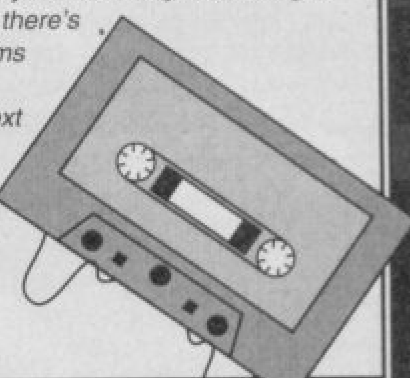
```
160 LOAD "A:"+b$
8000 ERASE "A:DISK"
9000 SAVE "A:DISK" LINE 10
```

The above lines also set up the program so that if you insert the disk and select the Loader option, this is the program that will load. In line 500, put the title of the disk (or Microdrive cartridge) that this program will sit on. This can be up to 32 characters long. In line 1000 (and above) you put the title you want to appear on the screen (13 characters maximum), followed by the filename of the program (10 characters maximum). You can have up to 20 files, and to finish the list you MUST have the terminator data (line 5000). When you first type in the program, GOTO 9000 to save it. On subsequent updates, use line 8000 instead – this will get rid of your old version first. Cheery-bye.

**Roy Williamson**
**Kirkdale, Liverpool**

*Well, what can I say? Thanks a lot Roy – your work is certainly appreciated! (By the way, not a clue on the Interface One problem. I'll put it in next month.)*

*Oh, and before I leave this rather nice framed box, I'd just like to say that owing to lack of space, there's no SAM Comms interface this month – so next month we'll get down to the nitty-gritty in a sort of miniature Cracked! special.* **Si.**



(Chapter 6) it says that to use 128 BASIC select the relevant option on the startup screen, but the option on the screen reads +3 BASIC. Is this an update, and how does it differ from 128 BASIC?

The manual also refers to a silicon disc which can be accessed by placing an exclamation mark before the filename for LOAD and SAVE instructions. This doesn't work on my machine.

**John Bourne**
**Bexhill On Sea, E Sussex**



*Aaghh! The dreaded +2A incompatibility problem strikes again! The problem is, it seems, that you've got a +2 manual instead of a +2A one. The difference may seem like a mere letter to the uneducated, but it's a biggie! The problem is that when Amstrad upgraded the +2 (bless 'em) they decided to bung in the +3 BASIC ROMs – the original idea being that it would be possible to buy an add-on disk drive sometime in the future. Unfortunately, this also made the way of accessing the RAM drive different from the 128 and +2. For the +2A, +2B and +3 (or as I've called them in the past, the +4 suite) instead of using the COMMAND !"filename" arrangement, you use COMMAND "M:filename" – drive M being the RAM drive. It's all explained in the +2A manual – so I've put your address in the APB box so that some enterprising kind reader can send you theirs.* **Si.**

**I DIDN'T EXPECT**

Is there a way of reading the info held in the header on a taped program? I want to find the start address and length of machine code progs so I can save them on to disk.

**Michael McRoberts**
**Seacombe, Wirrall**

*Easier done than said! (On the +4 suite, that is.) If you have one of these black-cased machines, all you have to do is type in the petite command CAT "t:" and play the tape – then all will be revealed! For owners of other machines, you'll have to wait until next month, but if you're impatient, search out ish 56's How 2 Hack column which contains a similar routine.* **Si.**

## COOL IT-I'M ON THE CASE!

Er, five of diamonds? All right. It must be the two of clubs. No? You're sure? I've gone through the whole pack – it must be the two of clubs. What do you mean, you chose the little instructions and scoring card you get for playing Bridge? Tch. Never trust a magician.

(Ali turns Bridge card into pigeon and asks detective a favour.) Yes, of course I'll help you in a sawing-the-woman-in-half trick! (Ali puts his lovely assistant Debbie in the box as detective struggles into flamboyant magical robes.) Now, ladies and gentlemen, before your very eyes, I will saw this woman in half! (Detective bends a large saw, then thwacks it against the box to prove it's real. Saw bounces back and slaps against detective's forehead. Detective prepares to saw through box, when suddenly the door bursts open and several policemen rush in and grab his arms.) Listen, I can explain! (Detective is pummelled into submission and bundled into the back of a police car and driven off at high speed.) Oh no. Apparently I've been charged with attempted murder! This smells of a set-up to me – I knew that Captain Spencer was a bad apple! Er, as I try to escape from these handcuffs, this seems a prime time to tell you the address for all your queries. Send 'em to Spec Tec 'Not a lot' Jr, 30 Monmouth St, Bath, BA1 2BW. Look everyone – the Empire State building! (Detective takes advantage of momentary distraction to jump from moving car and roll expertly under a bus.) Bye now! (Detective is dragged to freedom.)



# OOH, SOU

**Put those away! You know how Matron feels about 'em. Oh, hello. Well, Ooh, Sourcey! wasn't here last month, as you probably realised, due to the +3 Musketeers. Diabolical liberty, if you ask me. Anyway, we're back again for the final part of the screen compressor – the count routine – which should teach you that, er, small bit more about machine code. Or something. Over to Jonathan for the rest of the page, starting with a complete reprint of the whole listing. Tch.**



### Decisions, decisions

To recap: the first two parts of the Ooh, Sourcey! Screen Compressor gave you routines to pack and unpack screen pictures. The algorithm behind it all depends on a control byte to tell the routine when some packed data is coming up, and the problem we left you with last time was, what if your screen has a lot of naturally occuring control bytes in it? The compressor stores each single occurence as three bytes, so your packed picture could, theoretically, end up three times the size of the original. Tch. This month's third and final part of the program aims to put that right with a routine to step through your screen and sift out the least-used byte, then use this as the control byte. First of all, the code. RUN 9998 to save.

```
1 REM Ooh, Sourcey! code loader
10 CLEAR 31999
20 LET start=32688
30 LET L=100
40 FOR c=start TO 9e9 STEP 8:
RESTORE L: LET t=0: PRINT AT 0,
0; "Reading from line ";L: FOR
f=c TO c+7: READ b: IF b=999
THEN PRINT "All data OK": SAVE
"comp.c" CODE start, f-start:
STOP
50 POKE f, b: LET t=t+b: NEXT f:
READ s: IF s<>t THEN PRINT
"Checksum error at line ";L: BEEP
1, 0: STOP
60 LET L=L+10: NEXT c
90 REM Ooh, Sourcey! Part Three -
the whole lot (again)
100 DATA 243, 205, 182, 127, 251,
201, 6, 255, 1470
110 DATA 33, 0, 0, 34, 254, 255,
205, 223, 1004
120 DATA 127, 42, 254, 255, 124,
181, 40, 15, 1038
130 DATA 237, 91, 252, 127, 175,
229, 237, 82, 1430
140 DATA 225, 220, 215, 127, 16,
226, 201, 34, 1264
150 DATA 252, 127, 120, 50, 254,
127, 201, 33, 1164
160 DATA 0, 64, 126, 184, 40, 11,
35, 230, 690
170 DATA 7, 211, 254, 124, 254,
91, 32, 242, 1215
180 DATA 201, 229, 42, 254, 255,
35, 34, 254, 1304
190 DATA 255, 225, 24, 234, 255,
255, 255, 0, 1503
200 DATA 243, 33, 0, 64, 17, 99,
128, 229, 813
210 DATA 221, 225, 221, 126, 0,
254, 47, 40, 1134
220 DATA 22, 221, 190, 1, 32, 5,
221, 190, 882
230 DATA 2, 40, 12, 35, 18, 19,
124, 254, 504
240 DATA 91, 32, 228, 213, 193,
251, 201, 35, 1244
250 DATA 79, 62, 47, 18, 19, 121,
18, 6, 370
260 DATA 1, 126, 185, 32, 4, 35,
4, 32, 419
270 DATA 248, 19, 120, 24, 223,
68, 82, 74, 858
280 DATA 243, 197, 225, 1, 35, 0,
9, 17, 727
290 DATA 0, 64, 126, 254, 47, 40,
9, 237, 777
300 DATA 160, 122, 254, 91, 32,
244, 251, 201, 1355
310 DATA 35, 126, 35, 70, 35, 18,
19, 16, 354
320 DATA 252, 24, 238, 999
9998 SAVE "Sourceload" LINE 9999:
STOP
9999 POKE 23693, 7: BORDER 0: RUN:
REM The end. Really.
```

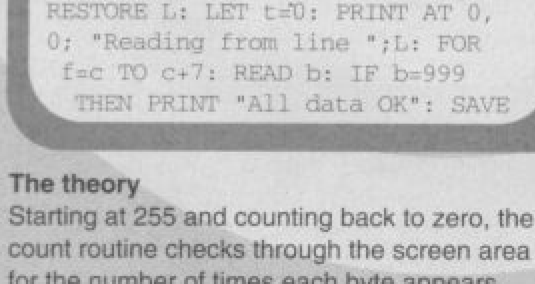
### The theory

Starting at 255 and counting back to zero, the count routine checks through the screen area for the number of times each byte appears. After totting them up, it checks the result against the stored best_so_far, and if the new byte appears less times, that becomes the new best_so_far. If a byte appears no times, it causes the routine to exit, since it would be pointless to continue checking as a frequency of zero means you'll have no inconvenient extra bytes at all.

### The assembly listing

Previously we've been using the JR command to call subroutines. With the count routines, we use, er, CALL. Now you have to use your imagination a bit here. The Speccy keeps a section of memory aside as a kind of workspace, telling it where it is, where it's going and where it's coming from. This is called the stack. Whenever you CALL a subroutine, as opposed to jumping to it, the Speccy logs where you're calling from and returns to the next address when the subroutine is finished. Say your code at 49152 is the command CALL 32768. The Speccy logs the address 49155 (since the command itself takes three bytes) and leaps to address 32768, carrying on program execution from there until it hits a RET, whereupon control returns to address 49155. This is an insultingly simplified view, but machine code books usually take two or three chapters to explain everything so we won't feel too embarrassed.

The other thing you can do with the stack is use it to store numbers. If you PUSH a register pair on to the stack, you've effectively saved the status of that register pair, and can regain it by POPping the value back again. A rule to remember is that PUSHes and POPs must balance, otherwise the Speccy will get all confused and think your register pairs are actually program addresses. Erk.



```
; assemble to address 32688
find_control    DI
                CALL count
                EI
                RET
```

### Flags of all notions

```
count           LD B, 255
count_loop      LD HL,0
                LD (frequency), HL
                CALL check_num
                LD HL, (frequency)
                LD A, H
                OR L
                JR Z, store
                LD DE,(best_so_far)
                XOR A
                PUSH HL
                SBC HL, DE
                POP HL
                CALL C, store
                DJNZ count_loop
                RET
store           LD (best_so_far),HL
                LD A, B
                LD (best_num), A
                RET
```

# URCEY!



### Flags of all notions – the explanation!

You should be able to follow things right up to the SBC HL, DE thang. (For confused peeps, LD A, H / OR L is the standard way of checking if HL=0.) Now then. Maths in machine code is a nasty affair, often involving shifts and rotates and bits and things. Fortunately, the count routine relies only on subtraction, which is a mite easier.

You've come across the Z flag before – it's set (ie, is made equal to one) if the result of a calculation is zero. C is the carry flag, and has a diversity of exciting uses. The way we're using it here is to check if one number is larger than another. HL=the frequency of the byte being checked, and DE=the best result so far. Now if HL is larger then the result will be positive, and the carry flag will be set; if DE is larger then the result will be negative, and the carry flag will be reset. If both are the same then nothing happens, and we keep the previous result. XOR A, as well as being a shorthand way of writing LD A, 0 also resets the carry flag – quite important as the instruction SBC HL, DE takes the original status of the carry flag into account.

PUSHing HL before the subtraction and POPping it after ensures we don't lose the frequency of the current byte, and as you'd (better) remember from last time, DJNZ decreases B and loops back if B is not zero.

If the result of that subtraction is negative (ie, carry is set) then we store the frequency as the new best_so_far and log the current byte as the best_num. Phew.

### Check that funky number groove thang

```
check_num       LD HL, 16384
compare_loop    LD A, (HL)
                CP B
                JR Z, inc_frequency
blizz_border    INC HL
                AND 7
                OUT (254), A
                LD A, H
                CP screen_end_high
                JR NZ, compare_loop
                RET
```



The actual checking routine, which you should be able to follow standing on your head (not literally, unless you want to impress your friends). As the entire count routine may take a while to run (it's doing a lot of work, after all), the blizz_border bit just makes funny patterns in the border so you don't think the prog has locked up.

What it actually does is to take the byte from the screen and, er, AND it with seven, outputting this value to port 254, which controls the border. AND is a logical function, and, in techy terms, strips off the top four bits. In sensible language, it uses a Very Clever Mathematical Sort Of Thing to limit the number to between zero and seven. (Erk.) The reason it's used is to make sure only colours get output. Try removing the AND 7 (non-assembler peeps should POKE 32743,0: POKE 32744,0) to see why. (Big hint: port 254 also controls the beeper.)

### The end!

```
inc_frequency   PUSH HL
                LD HL, (frequency)
                INC HL
                LD (frequency), HL
                POP HL
                JR blizz_border
; labels
best_so_far     DEFW 0
best_num        DEFB 0
  frequency     EQU 65534
```

inc_frequency, eh? What a nice, straightforward subroutine. DEFW and DEFB are two more of those assembler directive thangs. They stand for Define Word and Define Byte, and plonk a word (16-bit number) or a byte in the assembled code at that point. Plainishly, they reserve space for (in our case) two variables. Er, the reason frequency is bunged at the top of memory rather than having a DEFW of its own is that I forgot when the compressor started and didn't fancy rewriting everything to gain an extra byte. (Cough.)

### Changes

Oh deary me. Due to a bit of making it up as I went along, there's a jolly big change to the finished program. Everything has to be re-assembled to a different address. The problem is, the decompressor has to fit just before the compressed data so the whole lot can be saved out at once. Spotted the prob yet? Yup, there's no room for the count routine. So! It's going to have to go before the compressor, which is why the data is repeated at the beginning of the first page.

### The BASIC driver

There's only a bit to add to last month's prog, but seeing as how you'll have to retype all the data, here's the whole shell program. Erk.

```
1 REM Ooh, Sourcey! screen compressor
10 REM
20 REM
30 PRINT "Load screen to be compressed": LOAD "" SCREEN$
40 GOSUB 100: LET oldlen=6912: REM length of screen
50 LET endaddr=USR 32768: LET newlen=endaddr-32832
60 CLS: PRINT "OK" '' "Crunched ";6912-newlen;" bytes" '' "Length: ";newlen;" bytes" '' "Efficiency: ";100-(INT (100*(newlen/oldlen)));"%"
70 INPUT "Filename ";a$: SAVE a$ CODE 32832, newlen+35
80 STOP
100 POKE 32764, 255: POKE 32765, 255: POKE 32766, 255: REM set initial values of best_so_far and best_num
110 RANDOMIZE USR 32688: BORDER 0: LET control=PEEK 32766
120 POKE 32782, control: POKE 32810, control: POKE 32844, control: REM insert control_byte in compressor and decompressor
130 RETURN
9998 SAVE "Compressor" LINE 9999: SAVE "comp.c" CODE 32688,179: STOP
9999 POKE 23693,7: BORDER 0: CLEAR 31999: LOAD "comp.c" CODE: RUN: REM Frying tonight!
```



**Well, there you have it. One reasonably efficient screen compressor with added boomph and zing. Next month we'll be taking a break while the +3 Musketeers get down to solving your +3 probs, but in two issues' time Ooh, Sourcey! will return with another instructive prog. Probably. Be here or be pursing your lips at Sid James laughing meaningfully over a sentence you yourself thought quite innocent. (You can be as wude as you like with me.)**

# PROGRAM PITSTOP




**Back (back! Back!) after a month of, er, not being here, it's CRAIG 'Not here' BROADBENT!**

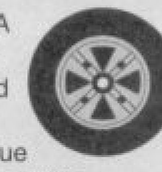
**For those amongst you suffering from Pitstop withdrawal symptoms, fear not, for I have returned! For the less astute, it seems that Pitstop didn't appear in YS last month due to a problem at my end which I have failed completely to identify. So commiserations to Paul Seamark, whose luvverly SAM menu system would otherwise have been gracing the Pitstop pages, but, as they say, c'est la vie. More to the point, it means that I won't get paid for all my hard work last month, so I'll try to slip some of it in here cunningly, thus reducing my gargantuan workload (some of us have got exams to revise for as well, you know).**

## THE BEAST

### by M P Carter

After thirteen issues' absence, MP (who still offers no elaboration on those elusive initials) finds himself back in the focus of the Spectrum programming world, with a routine which he himself described as 'a complicated beast'. (Hence the name, you see. It would probably be more apt to describe it as 'a routine offering two collision detection functions which are much faster than the BASIC alternatives, along with a demo program to show the routines in action', but we might have had a spot of trouble fitting that in as the title.)

Anyway, fine routine that it is, let's have a look at how to use it. To get it up and running, just type in the BASIC, which will not only enter the code for you, but will also provide you with a demo (as mentioned) in which you have to move a blob around while avoiding being eaten by the terrifying copyright symbol. The routine acts on variables x and y (the screen co-ords of your blob), so these must be defined before you start.The first function is at 64245, and LET A=USR 64245 will read the keyboard for any one of eight directions (using the keys Q to T for up, A to G for down, O or L for left and P or ENTER for right), and places in A the ATTR value for the intended position of your blob. The second function, called by LET A=USR 64248, places in A the ATTR value for the actual position of your blob. With reference to the demo, the first function is used to determine whether your blob is about to run into a * or a $ sign, and the second is used to tell you when you've been 'got' by the rabid copyright symbol.



To round off, just a few little bits of info for those to whom the word 'generic' means 'not for long'. The values for x and y are stored at 64154 and 64155 respectively, and you can adjust the screen area used by POKEing 64173, (left edge-1), 64183, (right edge+1), 64202, (top-1) and 64220, (bottom+1). The maximum value for the bottom is 22, and you can wrap the values round, so that POKE 64173,255 gives a left edge of 0.




### BASIC

```
10 REM player control routine
120 REM l/r 64154
130 DATA
10,10,33,154,250,62,159,219,254,254
,191,40,22,254,190,40,10
140 REM left 64171
150 DATA
53,62,255,190,32,12,54,0,24,8
160 REM right 64181
170 DATA 52,62,32,190,32,2,54,31
180 REM U/D 64189
190 DATA
33,155,250,62,251,219,254,254,191,4
0,10
200 REM up 64200
210 DATA
53,62,255,190,32,20,54,0,24,16
220 REM down 64210
230 DATA
62,253,219,254,254,191,40,8,52,62,2
0,190,32,2,54,19
240 REM setvars 64226
250 DATA
42,75,92,35,35,35,58,154,250,119,17
,6,0,25,58,155,250,119,201
251 REM attributes
255 DATA 205,156,250
256 DATA
58,155,250,71,17,32,0,33,224,87,4,2
5,16,253,58,154,250
257 DATA 95,22,0,25,78,6,0,201
270 CLEAR 64099
280 LET x=10: LET y=x: REM define
first!
290 REM TO get it to work:USR 64245
(or 64248 for attr only)
490 PAPER 7: PEN 0: BRIGHT 0: FLASH
0: OVER 0: BORDER 7: CLS
500 FOR n=64154 TO 64272: READ a:
```

```
POKE n,a: NEXT n
505 FOR z=0 TO 19: PRINT AT
RND*20,RND*30; PEN 2;"*"; AT
RND*20,RND*30; PEN 5;"$": NEXT z
510 LET x=10: LET y=x: LET c=0: LET
xx=0: LET yy=xx
520 LET a=x: LET b=y
525 LET n=USR 64245: REM Main
player control returns with attr
value at y,x
530 PRINT AT b,a;" "; AT y,x;"+"
535 IF n>56 THEN GO SUB 600
536 REM move a nasty now!
540 LET c=c+1: IF c=2 THEN PRINT AT
yy,xx;" ": GO TO 545
541 GO TO 550
545 LET xx=xx-SGN (xx-x): LET
yy=yy-SGN (yy-y): PRINT AT yy,xx;
PEN 3;" ": LET c=0
550 IF USR 64248=59 THEN GO TO 650:
REM 2nd collision detector:checks
for changes at y,x
560 GO TO 520
599 REM ***COLLIDE
600 IF n=58 THEN BEEP .05,0: BEEP
.05,10: BEEP .05,20: RETURN
610 IF n=61 THEN BEEP .008,26:
RETURN
```

# SPIRO GRAPH

**by Stephen Pert**

It's been said that people in glass houses shouldn't throw stones, so I'll refrain from commenting on Stephen's surname, concentrating rather on this little program he's sent in which, er, makes pretty patterns. It's all done in one swift burst by using a triple-parametered DRAW command, and you can change the values in lines 100 and 110 to make new shapes (keep the values odd, though). When you see one you like, hold down BREAK and the program will eventually stop, allowing you to save it off as a SCREEN$, or whatever it is you want to do with it.




**BASIC**

```
10 PAPER 7: PEN 0: BORDER 7
20 CLS : RESTORE
30 LET a=120
40 READ b
50 PLOT 60,27: DRAW a,a,b*PI: CLS
60 IF b=999 THEN GO TO 20
70 GO TO 30
100 DATA
291,91,243,423,249,309,161,165,99,1
29,81,375,285,399,303
110 DATA
133,413,385,105,189,381,387,119,351
,147,171,135,287,237,999
```

# PITFALLS AND ROPELADDERS

First in the metaphorical manure is Franz Large from Germany, who's stuck with issue 80's screen compressor. Here to help, on cue, is Cathy Allen, who I think scoops the prize for the first ever female type to appear in Pitstop. Take it away, Cath. 'There is a bug in the program – just retype line 110 as follows – 110 IF LEN F$<1 OR LEN F$>10 THEN GOTO 100 – also, the variable 'len' in lines 70 and 80 should be changed to 'L' for the program to work on a 128K'. Ta very.

'Hmm, what happened there then?' time.

Robert Challis has written to tell me that the listing for the Graphics Editor in issue 76 is wrong, and a brief perusal of said utility confirms this. Line 150 should of course read

```
150 PRINT '"Looking for ";n$:LOAD
""CODE 25600,2048: GO TO 45
```

And similarly line 250 should read

```
250 SAVE "Graph.Ed" LINE 500: SAVE
"GraphCode"CODE 50000,704: STOP
```

# BORDER PRINT

**by Andrew Burfield**

Cheap visual effects time, and thanks go out to Owen Stott, who sent in something similar. Completely dependant on the speed at which the program is executed, try replacing FOR f=1 TO 5, also leaving out the FOR...NEXT loop altogether, and also leaving out both the FOR..NEXT and the IF..THEN, replacing them with PAUSE 1. This last option is a bit useless application-wise, but it does give a static effect. Be warned, 128K users will get different results to those here, so experiment until you get something nice.






**BASIC**

```
10 PAPER 7: PEN 0: BORDER 7
20 CLS : RESTORE
30 LET a=120
40 READ b
50 PLOT 60,27: DRAW a,a,b*PI: CLS
60 IF b=999 THEN GO TO 20
70 GO TO 30
100 BORDER 3: BORDER 2: BORDER 0:
FOR f=1 TO 1: NEXT f: IF INKEY$=""
THEN GO TO 100
```


```
110 DATA
133,413,385,105,189,381,387,119,351
,147,171,135,287,237,999
```


## OWEN'S BIT

You'll remember that last time I asked you for program suggestions – what you wanted to see in Pitstop and all that sort of thing. Well, Owen Southwood of Woodbridge in Suffolk (blimey, I sound like a crap radio presenter, don't I readers?) has given his opinion on all things Pitstoppy...

'The inital spark which fires the imagination of a games-programmer-to-be is the typing in of their first BASIC game. Okay, so it might be crap. Okay, so it's written in BASIC and commercially unusable. But it works! From there it's a short step to writing bigger, better and faster games, and from there to (gasp!) machine code. I believe that if we were given the opportunity to show others what we have done – a reason to write games in BASIC, machine code or a mixture of both – then a whole new generation of games programmers will develop. This is how it all started for the Speccy, with the mags printing readers' games. There was a great enthusiasm to push the Speccy further and further.

'My suggestion is to print readers' games in Pitstop – like the Program Power pull-out section of old. Why not promise a place on the coverztape for any that are good enough?'

**Some interesting points there, Owen. What do you other folks think? Write on in! Maybe Jonathan will give me 10 extra pages to fill with all the material you peeps have been coming up with! Or something.**

## LUNCHTIME

Hark, the kitchen calleth. Must dasheroonie, can't keep my stomach waiting, can I? A brief word before I disappear though – remember, if you've got a program that deserves airing, send it to me, and fame and, er, more fame could be yours. Also wanted are suggestions for Pitstop progs. Is there something you've always wanted to appear in Pitstop? Then drop me a line and we'll see if some clever Spec-chum can't come up with the goods.

The address to write to is Program Pitstop, YS, 30 Monmouth St, Bath BA1 2BW. I'm Craig B and this is my lunch. Good, as they say, bye. Oh, and no sae, no reply, no exceptions.

**Welcome one and all to the three-page Input Output special, featuring enough words to make, er, a ridiculously long sentence. Ha!**

# INPUT OUTPUT

## SHAKE IT ALL ABOUT PUT




■ For sale! Speccy +3 with 92 games and interface, Multiface with three joysticks with a desk value around £600. Will accept £300 ono. **Phone Tracy on 0483 573088.**

■ Speccy +2 with Kempston interface, joystick, over 150 games including *Rick Dangerous 2, Dizzy 5* and *Lemmings*. £120 ono. **Call Greg on 0253 713409.**

■ For sale! Box of 10 Microdrive cartridges – £11. AMX mouse and mat for +2 – £27. Programmable joystick interface – offers. Games player joystick interace – offers. Currah Microspeech – offers. The Complete Spectrum ROM Disassembly book – offers. **Call Michael on 0779 79699.**

■ Speccy 128K, +D, 3.5" disk drive, Multiface, RAM Turbo interface and joysticks. Software – hundreds of originals. £100 the lot. **Call Andrew on 0634 250195.**

■ +2A James Bond pack with lightgun, as new, £80. Call Andy on 0726 832760.

■ Speccy+, datacorder, leads and power supply £40 ono. Also many games and utilities for sale from under 50p each. **Call Alan on 0482 210819 after 5pm weekdays.**

■ Nearly new +2 in ace condition, with Multiface 128, joystick, £1000+ worth of software and games. Manuals, Tiptionary and many, many accessories. Barg at £150, delivery considered. **Call Gary on 0474 334845.**

■ +D interface and 50 disks and games. Cost £170, will sell for £90. **Call Wayne on 061 442 4760.**

■ For sale! Speccy +3 with 150+ games, Quickshot joystick, lightgun and all necessary leads for tapes etc. Games include *Dizzy, Turrican, WWF, Final Fight, Xenon, UN Squadron, Man Utd* and *Match Day*. Demos include *Lemmings, Titanic Blinky, Turrican 2* and *SWIV*. All this for £85 ono. What are you waiting for? **Call Dan now on 0275 462492.**

■ Speccy 48K with tape deck and lots of excellent games and loads of mags. Barg at £55. I'll throw in a joystick and interface. Will separate. **Call Michael on 0293 883872.**

■ For sale! Alphacom 32 line printer, leads, one roll of paper. £20 ono. **Call Ruairi on 0762 344954.**

■ For sale! +2 with 30 games including *Lemmings, Steg* and *Chase HQ*. Also two joysticks, lightgun with games, light pen and tape, and manual! All for £110 ono. **Call Peter on 0255 831510 after 6pm.**

■ +2A for sale, includes lots of games like *NARC* and *Midnight Resistance* etc, plus! lightgun and joystick. Nearest offer to £120 gets it all. **Call R Coutts on Ballater, Aberdeenshire 42240.**

■ For sale! Speccy 48K with cassette recorder and lods of games including *Dizzy Collection, Dizzy's Excellent Adventures, Cartoon Collection* and *Out Run Europa*. £80 ono for everything. **Call Dave on Pensby, Wirral 342 5438 after 4pm weekdays on any time on the weekends.**

■ For sale! +3 with Multiface 3, Videoface digitiser, Genius mouse and software, including PCG DTP complete with extra fonts, *Masterfile +3, The Artist 2* and *OCP Advanced Art Studio*. **Call DA Durrel on 0306 882657.** I'll sell for £175 cash.

■ +2A for sale with joysticks, mags, cheats and over £300 worth of games. All for £195. **Call Richard on 0268 682560.**

■ +2A in great condition with all leads and hundreds of games including *Robocop, Darkman, The Untouchables, Italy 1990, Turrican* and loads more. Mag and covertapes included. Worth around £1000, it's all yours for £220. **Call Peter on 0236 434275.**

■ +2 with over 150 progs including *Robocop 2, Batman* and *WEC Le Mans*. Fully working with original power supply and manual included. Excellent value at only £110 ono. **Call Daniel on 0604 718736.**

■ For sale! +2A, joystick, PSU and £700+ worth of software including *Robocop, Rainbow Islands* and the *Dizzy Collection*. Manual, all boxed as new. £200 ono. **Call Lee on 0942 842445.**

■ +2 with joystick and several games, £60 and £6 postage. **Call A Kennelly on 0482 562137.**

■ +2A James Bond pack, still boxed, plus 65 games, joystick and manual. All for £120 ono. **Call Adam on 0736 755030.**

■ Genius mouse with mat and holder, hardly used, cost £50, will sell for £30. **Call James on 051 625 2118.**

■ +3 with two joysticks, £300+ worth of software, TV and tape leads, manual, programming books and mags plus PSU. All for £160. **Call Richard on 0929 462813.**

■ +2, two joysticks, Kempston interface, lightgun, 60+ games, £350 new, yours for £90. What a barg! **Call Bryan on 0732 350004 between 5pm and 7pm weekdays only.**

■ For sale! IBM PC 640K, two 5.25" disk drives, serial and parallel ports, CGA graphics card complete with mono monitor, power supply and leads and! 102 key keyboard. Good working order. It's yours for £250. **Call Broomfield on 0377 70556.**

■ +2A Action Pack in original box, includes lightgun and joystick plus 35 games. Yours for £80. **Call Daniel on 0722 322882, not Tues, Wed or Sat nights.** *(Why not, eh? Ed)*

■ +3 with new mouse and joystick, *The Artist 2* and 17 games on disk plus seven tape games including *Dan Dare 3, Rolling Thunder* and *Hard Drivin'*. All in good condition. £130 ono. **Call Ben on 062 72342 eves or weekends.**

■ +3 with games, £80. Also +2 with 160+ games like *Kick Off 2, Lotus Turbo Challenge, Emlyn Hughes International Soccer*, etc etc. £85 or both for £155. **Call Phillip on 0532 625426** right this very minute!

■ +2, mouse and *Art Studio*, lightgun and £30 worth of games for lightgun. £578 worth of games, disk and tape, including *Robocop 1* and *2, Ghosts 'n' Goblins*, all the *Dizzys, Out Run, Op Thunderbolt* and *LED Storm*. **Call Dafydd on Merthyr 5816.**

■ +2 plus 28 games, lightgun. Will swap for C64 1541 disk drive. **Call Paul on 0704 68957.**

■ For sale! Boxed +3, manual, connection leads, mags and approx 100 games on tape and disk including *Turtles, Chase HQ 2, Renegade* and six *Dizzy* games. **Call James on Bathgate 52512.**

■ One slick, sexy +2A for sale, comes complete with lightgun, manual and 10 game. Mint condition, boxed, as new. £95 ono. **Must sell! Call Richard on 010 353 46 54269 (Eire, y'see).**

■ For sale! +3, Multiface 3, *The Artist 2*, mouse, tape recorder, *3DCK*, word processor, loads of games and mags, in fact everything you need. £125 ono. **Call Les on 0686 630393.**

■ Barg! +2A, two joysticks, 50+ games, all in excellent condition, full working order, all for £115 ono! **Call Lee on 0204 887626.**

■ +2A with joystick, lightgun and over 100 games, manual and eight mags. **Call Fasial on 0282 57695 after 4pm with offers.**

■ Speccy 48K and 48K+ for sale. Neither work. £35 the pair. **Call Jonathan on 0869 47223.**

■ +2A for spares or repairs – £15. +D drive and interface – £55. Genius mouse – £15. DTP package – £10. Music Writer – £10. **Phone John on 0942 713745.**

■ 128K with datarecorder, joystick, interface and all leads and manuals, plus £265 worth of fab top title games and mags. All for £80 ono! **Call Ashley on 0734 832080 after 6pm.**

■ +3 for sale, with loadsagames, including *Robocop 2, F16 Combat Pilot, Batman The Movie*. And! a Multiface 3, datacorder, leads, hundreds of YS back issues, blank disks, manual, tape storage box, all boxed and in good condition. Worth £520, will sell for £199. **Call Ben on 0274 491177.**

■ For sale! +2A with lightgun, Cheetah 125+ joystick, hundreds of games worth £200+, plus lots of mags. Will sell for £100 ono. **Call S Alikhan on 0773 602137.**

■ +3 for sale, with 100+ games including *Smash TV, Myth, Rainbow Islands, Turbo Out Run, Turrican, R-Type* and many more. Includes two joysticks, tape deck, all leads and some mags. Worth over £420, will sell for £160. **Call Duncan on 0527 60852.**

■ For sale! 128K Bond pack including lightgun and games plus light pen and Kempston joystick and interface. £95. **Call Ian on 0454 898411.**

■ For sale! Speccy 48K+ with all leads, joysticks, manual and 30 games including *Double Dragon, Edd The Duck* and a Sega game pack. Worth around £200, will sell for £65 ono. **Call Beccy on 0302 883656 now.**

■ 48K+, tape deck, Quickshot 2 joystick, twin interface, Multiface One with *Lifeguard* and over 250 games plus! leads, manual and lists of POKEs (hundreds of 'em!). All for £160. **Call Pete on 021 551 3023.**

■ For sale! +2A with lightgun, 300 games, 70 demos, 23 utilities, 10 albums, 20 cassette singles, 40 records, pocket computer, radio-controlled car and mags. £270 or will swap for

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■ +2A for sale with over 200 games, joystick, lightgun, interface and mags. All for £130! **Call Lee on 0827 54920 now.**

■ For sale! American landmarks including the Statue of Liberty and the Brooklyn bridge. Buy two and get a British cathedral free! **Call the Society for Gullible People on 8081.**

■ For sale! SAM Coupé 256K with disk drive, *SCADS, Tasword 2, SAMtape 4, Prince Of Persia, Pipemania*, assorted PD software, dust cover, manual and all leads. Worth over £300 new, will sell for £150. **Phone Chris on 0753 888977.**

■ SAM Coupé for sale, 256K, one drive plus *Defenders Of The Earth* and *Mind Games 1*, plus loads of compatible Speccy software. Includes manuals, leads, joystick, etc. £150 ono. **Call Adam on Southampton 846379.**

■ +2, all leads, disk drive and disks, mouse, over 80 mags, six books and £1000+ worth of games. All for £400. **Call Daniel on 0460 73270.**

■ For sale! Multiface 3 and *Lifeguard*. Barg at £20. **Call Graeme on 0343 830 348.**

■ 128K, datarecorder, joystick and interface. Many games including over 15 wargames and boxed classics. Offers near £160. **Call Kent on 0935 851302 after 6pm.**

■ +3 with tape recorder, joystick and about 70 games including *Turrican, Chase HQ, Rainbow Islands*. Will sell for £140 ono. **Call Ben on 081 311 2616.**

■ For sale! +2A, joystick, lightgun and 35 games including *Ant Attack* and the *Dizzys*. All for £100. Also ICL printer to suit above, £70. **Ring Jamie on 0703 60159.**

■ Multiface 128 for sale. Excellent condition, still boxed. *Genie, Lifeguard* and full instructions included. All for £30 ono, all offers considered. **Call Stephen on 041 774 5405.**

■ For sale! Speccy 48K with hundreds of games including *Cartoon Collection, Turrican, Nightbreed, The Untouchables* and *Dizzy Panic*. Complete with leads, dual interface, Zipstick and new PSU. Will sell for £60 or £65 with tape recorder. **Call Richard on 0227 720249.**

■ For sale! 48K rubber-keyed Speccy *(Blub! Ed)*, all leads, hundreds of games (1982-93) worth over £700, light pen, speech synth, Multiface 1 with *Lifeguard*, joystick interface, heaps of C15 blank tapes. All for £200, may split. **Phone Adie on 0479 810210 after 4pm.**

■ For sale! Speccy 128K plus tape recorder, printer and leads and over 380 games including most recent titles, and joystick interface. Worth over £2000, will sell for £350. A definite barg for a Speccy enthusiast. **Call David on 0383 823619.**

■ VTX5000 modem with Micronet book and PD software. £50 including p&p. **Call J Blizard on 0449 675193.**

■ +2 for sale. Includes Genius mouse, *OCP Advanced Art Studio*, lightgun with six games, and 70 games. £100 ono. **Call Cyril on 0803 851865.**

■ +2A with joystick, TV lead, manual, £135 worth of games including *Licence To Kill* and *Gunship*. Four years old, good condition (fire button doesn't work on 'stick, though). Worth £260, will sell for £100 ono. **Call Chris on 0749 673001.**

■ +2 with joystick and about 200 games and manual. £120 ovno. **Call Ian on 0634 243625.**

■ For sale! SAM 512K with one drive, parallel printer interface and cable, Messenger, *MasterDOS, MasterBASIC, Gamesmaster, The Secretary* and various other bits of software (games, utilities, PD). All for £250. **Call I Chapman on 0271 76928.**

■ Speccy +3 for sale with over 350 games, joystick, datarecorder, all leads and five programming books. £350 ono. **Call Stuart on 0463 870866.**

■ Alphacom 32 thermal printer including PSU and paper, for Speccy or ZX81 – £30. Rotronics datarecorder – £15. DK'tronics lightpen and software – £10. Kempston joystick interface – £5. **Call Mark on 0525 373979.**

■ For sale! Amstrad 6128 with colour monitor, Multiface 2, tape recorder, built-in 3" disk drive, over £200 worth of games and joystick. Super condition. Worth over £800, will sell for £450 ono. **Call Paul on 0254 51875.** Buyer collects!

■ For sale! +2, three joysticks, leads etc, over £400 worth of games. All for £200. **Call Stephen on 0843 593616 after 6pm.**

■ Rubber-keyed 48K Speccy for sale, hundreds of games including *Infiltrator, Sidewize, Northstar* and loads more wicked shoot-'em-ups. Plus! ZX printer and spare paper, two joysticks and interface plus loads of mags. Only £120 ono. Cheap at half the price! **Call Jason on 081 646 6584.**

■ For sale! +3 in excellent condition with around 90 games, PSU, manual, tape leads, tapes and disk and a joystick. £200. **Call Ashwin on 051 733 4810 between 5pm and 7.30pm weekdays, 6pm to 8pm weekends.**

■ For sale! C64 (old version, colour defect and no tape drive) plus VIC 20 and C64 (old version) parts – cheap! **Call Michael on 0279 757957 after 5pm.**

■ +2A for sale, with lightgun, interface and two joysticks plus 200+ games including *Terminator 2, Dizzy compilation, Rick Dangerous 1* and *2* and many more. Excellent condition. All for £180, offers accepted. **Call Mathew on 0703 663320.**

■ +2A for sale with £200 woth of software plus about 10 YS and SU demos. And! lightgun worth £50 with! TV leads. £150 the lot. **Call Alan on 0253 790375 eves and weekends.**

■ +2, dual Kempston interface, joystick, over £400 worth of games and educational software plus Speccy mags and software. All for £150. **Call Geoff on 0289 302007.**

■ +2A for sale with joysticks, mags and tip booklets. Plus! £50 of programming books, around £225 of games. £100 ono the lot! **Phone Daniel on 0689 876378.**

■ 48K Speccy, two joysticks, interface, tape recorder, all leads, lots of game, loads of YS back issues, all for £50. **Call Toby on 0535 606725 eves only please.**

■ 48K Speccy, DISCIPLE interface, 3.5" drive, datarecorder, joystick, programming books, disk and tape progs, all for £140 ono. **Call DV Potter on 0376 328547.**

■ For sale! 128K with 300 games including *Viz, Turtles, The Simpsons, Rainbow Islands*. Plus! loads of mags including CRASH, SU and YS. *(Hurrah! Ed)* Lightgun included. All for £200. **Call Luke on Worthing 206226.**

■ For sale! +2 and £105+ worth of games including *Rainbow Islands, Off Road Racer, Chase HQ, Emlyn Hughes, Arcadia* and the *Cartoon Collection*. Plus! joystick, monitor and *PAW*. All for £100 ono. **Call Pat on 0580 826251.**

■ +2A mint condition, lightgun, light pen, joysticks, many games, books and mags! All for £20, buyer collects or pays postage. **Call Joe on 0275 858859 6pm-8pm.**

■ +2 for sale with about 30 games plus manual and joystick – £50. **Call Steven on 0249 445593.**

■ For sale! +2A, lightgun, joystick, mouse and art package and 500+ games. Lots of top titles. Will sell all for £225. **Call Neil on 0788 560678.**

■ For sale! Speccy+ in original box with manuals and cables. Plus! joystick interface, software, mags and tape deck. £50 or will swap for 9-pin printer. **Call Martin on 0935 25974.**

■ +2A with 100+ games, lightgun, five books and a pile of mags, all for £150. **Call Richard on 04022 26194.**

■ For sale! SAM Coupé 256K with one drive, disks and technical manual. Boxed, perfect condition. £150 ono. **Call Neil on 0284 755740.**

■ +2 for sale, with dual Kempston interface, two joysticks, over £350 worth of games, sims and educational progs. Plus! 40 YS mags and tapes. All for £160. **Call Geoff on 0289 302007.**

■ +2A for sale, with mouse, *Art Studio*, lightgun, mags and covertapes, books, joystick, £330 worth of games, all leads. VGC, games include *3DCK, F16 Combat Pilot, Robocop 1* and *2* and many more. £200 ono. **Call Kerin on 0203 443639.**

■ For sale! 48K Speccy complete with all leads and PSU – £35. +2 – £55. +3 – £65. Lots of other items – over 60, so phone for a list. **Call WA Yates on 02572 78464.**

■ For sale! +2A Bond pack, one year old, two further years full repair insurance including accidental damage. With joystick, lightgun, 150 games and 12 mags. £150 ono. **Call OW Fovargue on 0263 860815.**

■ +3 for sale. Boxed, loads of disk games, Multiface 3, three joysticks, all worth £500+, will sell for £135 ono. **Call Simon on 0372 842526 after 5pm.**

■ For sale! +2 with £400+ worth of software. Excellent condition, boxed. Only £100. Urgent sale required. *(This was sent on a form from YS 38 – erk. Ed)* **Call Tom on 0786 832983 after 6pm.**

■ For sale! 48K Speccy with 123 full games, all essential leads, tape deck, Kempston interface, joystick and seven YS mags with covertapes. I'll throw in a tape storage box. **Call James on 08907 50162.**




■ I want a working +3 and will pay up to £25. **Call James on 0256 880557.**

■ Wanted! +D interface and drive for my +2. Must be cheapish as I'm a student on a grant. Cash waiting however! **Call PR Cook on 0704 548260 eves and weekends.**

■ I want a printer and joystick, either in VGC or new, for my Speccy 48K. Also looking urgently for *Lemmings*. Can anyone help? **Call Fiona on 0530 560713.**

■ Wanted, cheap SAM Coupé printer/disk interface. Will pay £10. **Call Martin on 0935 25974.**

■ Has anyone got ANY games for the Defender lightgun except *Bronx Street Cop*? Games for the Magnum lightphaser also accepted. **Call Michael on 0272 677814 after 4pm or any time on Sat and Sun.** Cash paid for your games!

■ Wanted – tapes and Microdrive cartridges. I'll swap *Robocop, Barbarian 1* and *2, Tasword 2, Edition One* (four games), *Karate Ace* (seven games) and a switchable joystick interface, or swap the lot for a Multiface 128. **Call Roy on 051 922 8167.**

■ I want a Ceefax/ITV Teletext downloader for a 48K Speccy. **Call Andrew on 0793 610070.**

■ The huge sum of £10 will be paid to you if you can send me original titles of *Manic Miner* and/or Ultimate's *Jetpac*. Also, I might purchase any of your prehistoric Speccy games – *Pssst!, JSW* etc. **Ring Mark on 0752 848498.**

■ Desperately wanted – Your Spectrum ish 18, Sept 1985, or *JSW2 Editor* tape. Also wanted – ZX81 with all the leads. **Call Julia on 0772 725157 after 5pm.**

■ I want an Interface 1. I'll swap for a Multiface 1 or lightgun plus switchable joystick interface (Kempston-cursor-Protek-Sinclair), maybe all three if Interface 1 is in good condition. **Call Roy on 051 922 8167.**

■ If anyone out there has YS issues 1 to 49, I'll gladly pay 50p each plus p&p. **Write to Paul Mayo, UKNSU, HQAFSE, BFPO 8.**

■ *Myth* and *Technician Ted* for 48K/ 128K Speccy. Will swap for *Quattro Cartoon, Quattro Megastars, Impossamole* and *New Zealand Story*. I also want a pen pal with an interest in computers. **Phone Andrew on 0493 667469, Mon-Fri after 4pm.**

■ Top priority! Original games from Ultimate, *Jetpac* and *Underwurlde* – will pay £15 each. Also *Jet Set Willy* – will pay £10. **Phone John on 0333 428647 before 9am or after 5pm.**

■ Wanted! +3 contacts especially if your +3 has got a 3.5" external drive. **Call Martin on 0935 25974.**

■ Urgently required! *MF-Print* by Campbell Systems, on cassette or Microdrive. Failing that, any program that will give me a screen dump through the RS232 port on my Interface 1? **Call Trevor on 0304 208107.**

■ Wanted! All Your Sinclairs, with tapes, up to issue 59. Also! Issues 60, 61, 62 and 84. Will pay up to £20 for the whole lot. Also wanted: decent TV aerial wire as mine is done in. **Call Stephen on 0325 464729.** *('Done in'? Ed)*

■ Wanted! *Sceptre Of Baghdad* from Atlantis/Players, *Witch's Cauldron* from Mikro-Gen, *Terrormolinos* from Melbourne House, *Sim City* from Infogrames and *Mega BASIC* from, er, YS. **Call Carl on 0925 444522.** Cheers!

■ Wanted! Tape or listing for the game Bingo (for the 48K Speccy). **Call H Darlington on 0924 822251.**

■ If anybody out there has *Spellbound* and *Finders Keepers*. **Please call Sharon on 0743 77320 and we'll discuss business.**

■ I want *3DCK* from Incentive, will swap for 48K and 128K games. **Phone Gary on 0592 751405 after 6pm.**

■ Wanted! *Hyper Sports, Kickstart 2* and *Hero Quest*. Plus! info or offers on the Prism VTX5000 modem. Good prices paid. **Call Chris on 0244 812514.**

■ Emergency! I desperately need an Interface 1. Can pay up to £15 plus p&p or will swap for Multiface 1 or digital personal radio cassette. Please help! **Phone Roy on 051 922 8167.**

■ Wanted! Issue 66 with covertape. Will pay £2.20. I also have a machine code kit, will swap it for a Sinclair joystick and *Super Hang On*. Phone Ray on Wallington 647 0722 now.

■ Wanted! Printer for Speccy +3 – not ZX or Alphacom. Will swap for 17 games including *Turtles 2* and *NARC*. Will swap nine games for *OCP Art Studio* plus mouse for the +3. **Phone Hayden on 0925 755717.**

■ Wanted! Lightpen and software. Must be in good condition. **Will pay about £10. Phone James on 0752 813038.**

■ I want a NES with *Mario 3, Rescue Rangers* and a few other games. Will swap for a +2 with 500 games, 100 books, all leads and joysticks. **Call Steven on Staffordshire 534232.** All in top condition.

■ I want a cheap, working printer for my +3. Also disk software – but not games. **Call Grandad on 0962 855149 in the evenings.**

■ Wanted! The book 'Maths Tutor For The Spectrum' by Robert Carter, published by Century Communications. Will pay £10. **Call Harry on 0527 66283.**

■ I want maps for *Lords Of Midnight* and *Doomdark's Revenge*. I also want any graphic adventure games. I'll buy 'em or swap arcade games for 'em. **Call Ashley on 0600 772795.**

■ Wanted! Lord Lucan. Just kidding! I really want *Pang, North And South* and the *Chart Attack* compilation, all on +3 disk. I'll pay cash or swap from over 300 games, some on disk (for example *F16 Combat Pilot* or *Lords Of Chaos*). **Call me, Richard, on 091 268 2448,** even if you're Lord Lucan.

■ Has anyone got a Multiface with instructions for my Speccy +2A? I'll pay £10. **Phone Joe on 0506 633185.**

■ Wanted! Complete instructions, controls etc for *Atic Atac*. **Call Mark on 0356 670301.** Hurry! *(Well, we'll give him the benefit of the doubt. Ed)*

■ I want a Multiface 3. Basically. **Call Mr Lively on 0706 813056.**

■ I want Turbo Esprit for the 48K Speccy, and an interface for my Kempston joystick. I'll swap games or pay. **Call Kevin on 0484 643570.**

■ I require a bridge game for the +2. **Call NF Barnes on 0323 723852.**

■ Wanted! *Elite* (the 3D space combat game) in original +3 disk form. Will pay £10 or swap for other +3 commercial software. I also want old computer cables. Send them in simple envelope and I'll return your postage and drop in something else to boot (probably software, so state which Speccy you've got). **Call Martin on 0935 25974.**

■ Has anyone got a copy of Gremlin's *Technocop*? I'll give *Atic Atac, Orbiter* and *The Hobbit* for it. **Call Sam on York 622748.**

■ Wanted! *3DCK* from Incentive. Will swap for *Hyper Sports, The Games – Winter Edition,*

*BMX Ninja, Spec Chess 2, Millimon, Cyberun, Strip Poker 2, Frog Hopper, Super Gran, Wally Kong* and a CRASH power tape. Must have instructions. **Call Ray on Wallington 6470722 after 4.30pm weekdays and any time on weekends.**

■ I want *Man Utd, Microprose Soccer* and *Devastating Blow*, and I'll swap last year's supply of C&VG for 'em plus! loads of back issues of Match. You can also buy the C&VGs for £15 (they're worth £23 easy). **Call Chris on 0473 713086.** Everything in A1 condition.

■ Wanted! *Grand Prix, Nigel Mansell's Grand Prix* or *Grand Prix Challenge*. I'll swap for *It's TV Showtime, Rainbow Islands, The Untouchables* and *Vigilante*. *TV Showtime* for *Grand Prix* only. **Call James on 0889 26282.**

■ I want *The Quill*. I'll swap any two of these games for it – *Biff, Defenders Of The Earth, IK+* or *Sharkey's Moll*. **Call Darron on 0376 570534.**

■ Wanted! *Iron Lord, Lone Wolf, Turtles 2* and *Out Run Europa*. Will swap my *E-Motion, Batman The Movie, Robocop 2, RBI2, Street Fighter 2, Ghostbusters 2, Smash TV* and *Reckless Rufus*. Two for one or I'll pay a reasonable price. **Phone Matt on 0272 621494 after 5pm.**

■ I'll swap *Life Term, Wiz Biz, Invincible Island, Trap Door, Adventures* and two *Olympics* for your *Thunderbirds* and *Postman Pat 1*. Yup, that's six for two. **Call Robert on 0226 340370.**

■ Will swap *Turtles – The Coin-op, New Zealand Story* and *Shadow Dancer* for your *Bart Vs The Space Mutants*. **Call Rob on 0705 380917.**

■ I'll swap my *THMT, Robocop, Missile Defence, The Untouchables* and *Rebelstar 2* for your *Smash TV, Sim City, Robocop 2* and *Double Dragon 1, 2* or *3*. One for one. **Call Simon on Rotherham 370166.**

■ 128K games to swap or sell, for example, *Spellbound Diz, Diz Prince Of The Yolkfolk, Terminator 2, Dragon Spirit, Hydrofool, Imagination, Frankie Goes To Hollywood, Hero Quest*. Lots more. **Phone Dylan on 0524 846627 after 2.30pm.**

■ Has anybody out there got *Space Crusade* or *Sim City*? I'll swap *Turrican 2, Silkworm, TMHT* and *Robocop 2*, two for one. **Call David on 0224 869474 after 6.00pm.**

■ I want *North And South* (disk or tape version) and *Monopoly* (disk or – yes! – tape version) and will swap *Technocop, Dizzy, BMX Sim, Phantomas, Renegade 3, F16 Combat Pilot* and *Mutant Fortress* for them – two for one, your choice. **Call WE Shaylor on 0323 737016.**

■ Will swap *The Hobbit, Tasword 2, Out Run, STUN Runner, Green Beret, Lotus Challenge, Trivial Pursuit, Barbarian, Best of PCW* (and *Budget*), *VU3D, Barbarian 2* and *Forth* the language – any two for one, anything considered, or will swap all for Interface 1. **Call Roy on 051 922 8167.**

■ *Crystal Kingdom Dizzy, Football Manager 3, Terminator 2, Bruce Lee, Daley Thompson's Decathlon* and +3 disks to swap. Any offers? **Call Matthew on 0772 727420.**

■ Will swap my *CJ In The USA, CJ's Elephant Antics, Wild West Seymour, Slightly Magic* and *Rick Dangerous* for your *Crystal Kingdom Dizzy*. More games available. **Phone Ian on 0245 420921.**

■ Wanted – the original *Dizzy*. I will swap *Green Beret* or *R-Type* or *Treasure Island* for it. **Call Ryan on Chelmsford 250859.**

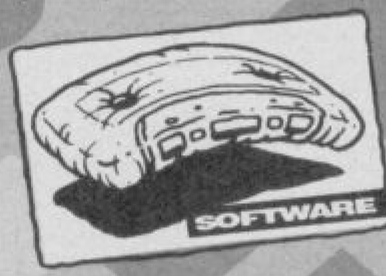
■ Wanted, wanted, wanted, wanted, Amiga, Amiga, Amiga, Amiga, games, games, games, games. **Call Jason on 021 742 0363.**

■ I want *Moontorc, Ruff And Reddy* and an editor for the YS covertape game *Earthshaker*. **Call John on 0257 463352 now!**

■ Urgently needed! *Sim City LOC Extension, Lone Wolf, Steg*. Will swap *Jet Set Willy, Hacker 2, Paperboy, Double Dragon, Indiana Jones And The Temple of Doom, Afterburner, Top Gun, Shadow Warriors, Dragons of Flame* (AD+D), *Graeme Souness Soccer Manager*. One for one, two for two, etc. Will pay or you can buy mine for £3 each. **Phone Andrew on 0225 317786.**

■ Wanted! *Chase HQ, Scrabble Deluxe, Mini Office*, Tipshop Tiptionary, Campbell's *Masterfile* (expansion pack), *F15, F16, Double Dragon 2* and *3*. Swap two for one: *Lotus Turbo, Robocop, STUN Runner, Target; Renegade, The Hobbit, WEC Le Mans, Trivial Pursuit, Best of PCW*. **Phone 051 922 8167.**

■ I want *Street Fighter* and *Street Fighter 2*. Will swap *Forgotten Worlds, Pro Ski Sim, Buggy Boy, Yie Ar Kung Fu, Assault Course, Dizzy, Grid Iron 2, 1943, Guardian Angel, Super Cycle, Rastan, Boxing Sim, Cauldron 1&2, Flash Gordon* and *The Hit Squad*. 128K originals only. **Phone 0903 29618 after 6pm.**




■ For sale! 26 games for £60 including *Robocop 2* and *Terminator 2*. I'll throw in a lightgun and Sinclair joystick. **Call Mat on 0406 380022.**

■ £270 worth of games including *Smash TV, R-Type, Turrican, Myth, Rainbow Islands, Shadow Warriors* and many more on disk and tape. Will sell for £115 or swap for PAL SNES (no games required) or will split. **Call Dunlan on 0527 60852.**

■ +3 disks for sale! *Terminator 2, Return Of The Jedi* – £4 each. *Chart Attack* (five games) – £7. *European Super League* – £3. Also the following tapes at £1.50 each: *Golden Axe, Slightly Magic, Sláine, Karnov, Terramex* and *Crazy Cars*. **Phone Jason on 0533 831612 after 6pm.**

■ Speccy software for sale. Hisoft *Devpac, Driller, Castle Master* and *Captain Blood* for £6 each. *(Or alternatively get* Captain Blood *free with YS! YS, available now, costs only £2.50! 'A pleasant alternative to pestilence' – TB Falsename. Ed)* *Op Wolf, Thunder Blade, Hotshot, Forgotten World, Fairlight 2, Robocop* and *Batman The Caped Crusader* for £4 each. *Highway Encounter* and *Spy Hunter* £3 each. *Draconus, Zybex* and *3D Starstrike*, £1.50 each. *Inca Curse* and *Ship Of Doom* (adventures) 75p each. *Finders Keepers* and *Action Biker* (double pack) 75p for both. *Return Of The Jedi, Chequered Flag, Timebomb, Chess, VU3D, Gobble-A-Ghost, Pool* and *Caterpillar* 50p each. **Call Martin on 0342 323741.**

■ For sale! *Panic Dizzy, Spectral Invaders, Live And Let Die, SAS Combat, Battle Valley, California Games, Moonwalker, Golden Axe, Motorbike Madness* and *Paperboy* all between £2.50 and £3.00. **Phone Daneil on 0823 666649 after 4pm.**

■ For sale! *Ace Of Aces, Leaderboard, Airwolf, Short Circuit* and *BMX Sim* for £10 or £2.50 each. And! Will swap *Italia '90* for *Golden Axe*. **Call Aaron on Tillicoultry 52041.**

■ For sale! About 35 Speccy games, all boxed, vgc. £20 the lot. **Phone Brian on 0705 613490 for details.**

■ Speccy games for sale! Many a barg to be had. All original. Prices range from 25p (budget) to £4 (compilations). Lots of games available. **Phone Ben on 0602 702341.**

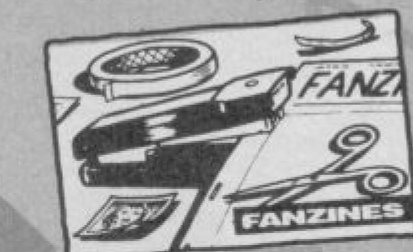
■ *Midnight Resistance, Sim City, Hard Drivin', Stunt Car Racer, Chase HQ* and hundreds of others. All originals. £2.00 each! For full list **call Alex on 0594 833858.**

■ Games for sale! Loads of full-price and barg games – *Out Run Europa, F16 Combat Pilot, Ivan 'Ironman' Stewart's Super Off Road Racer*, etc. Will swap for cash! or *ATF, Commando, Stunt Car Racer* or *Star Control*. **Phone Robin on 0904 83658.**

■ For sale! 128K/+2 cassette version of *Tascalc* from Tasman. Bought in error for my 48K. Make me an offer for it. **Call Trevor on 0304 208107.**

■ Speccy +2 for sale, with new aerial, joystick and manual. **Call John on 0602 732003 between 6pm and 8pm.**

This word-packed three page spesh was brought to you by Jonathan, Simon Forrester and Charlotte Brock. There's actually enough left over for another three pages, you know. With even more Martin On 0953 25974. Hahahahaha. (Slap.) Thanks, I needed that. Er, zucchini?




■ Spec City – ish one out now! Reviews, tips, compos etc. £1.10 or 50p if you send a blank tape. Please include sae. But first! Ring me for the address! **I'm Gavin and you can reach me on 0828 27634 after 8pm.**

■ Free! Latest issue of Spectrum Format tapezine. Just send a tape and a sae. SF contains game reviews, compos, news, contacts, letters and – yes! – much more. **Call Gavin on 0232 779688 after 5pm for the address.**

■ Mad contributors wanted for The Works, a forthcoming magazine about everything! If you are completely mental and can write decent articles or reviews then **phone Jon on 0387 65972 between 4pm and 6.30pm on weekdays only.** Weeeee plonge!




■ Contacts wanted for demo coder new to the scene. We have crew members on Amiga, ST and Speccy. Join the crew or just swap demos or listings. **Phone Wil on 0473 717900 5pm-6pm or weekends.**

■ Stephen Pert says, fame and fortune beckons. Excellent programmer stardom! Beat that John! Splert.

■ Help! Please, does anyone know how to complete Gilsoft's adventure, *Madcap Manor*? Mature Sinclair user going insane! **Call C Roscoe on 0752 773889.**

■ Talisman of TMG greets Kronus, Vision, X-Terminator, WOMO, all of ESI, Agent-X, D Morris, Phillip Snell, MEZ, Linda B and Jonathan Nash. *(Gawsh! Ed)* If you have good demos on +D (3.5") or tape and want to swap them, **write to Talisman, PLK 094323E, W-7000 Stuttgart 1, Germany.**

■ QL magazines for sale. 80p each. *(Definitely the last time we're printing the following bit. Ed)* **Call Martin on 0935 25974.**

■ I would change games to games or to magazines. Any year YS, SU, CRASH, C&VG. Please send the package registered because we can't trust in the Hungarian post. **Write to George Lederer** *(George! Where's our AK47? Ed)* **at 3b Dunadulo St 1212, Budapest, Hungary 1212.**

■ From Russia with love to Speccy! We seek penfriends from UK for change info, computer magazines etc. PS Send me address and birthdate of Sir Sinclair. My dream is send congratulation man of genius of computer world. Excuse for poor English. Bye! **Write to Alexander at UL B Academicheskaya dom 14, KV 51, Moscow 125299, Russia.**

■ Pen pals wanted! Those who remember the early days of the Speccy and home computers in general wanted to swap thoughts and games etc. Also, does anyone have copies of Your Computer/SU of 1984-1988? **Call Paul on 0992 652066 eves with info or for my address.**

■ Obvious space-filling ad! Yes, these last four lines were too short for a proper ad, so this obvious space-filler was inserted at the last moment to avoid embarrassment. **Phew.**


ERNIE THE PSYCHOTIC MADMAN
'PAINTS A PICTURE OF CARNAGE' BY PHIL
ONE QUIET SATURDAY AFTERNOON.....
GRRRR
RRIINNG! RRIINNG!
RRIINNG! RRIINNG!
ALRIGHT. HERE'S THE DEAL - I'M GOING TO COUNT TO 3, AND WHEN I REACH 3, YOU WILL HAVE STOPPED RINGING OR I'LL KILL YOU.
1...2...3...
RIGHT.
RRRIING
RRRIING!
BLAM
BLAM
BLAM
BLAM
WHOOM!
THANK YOU FOR THAT, ERNIE, NOW, I WAS WONDERING IF YOU COULD HELP US OUT, ONCE MORE?
ONE HALF OF AN UNFUNNY OFFICE POSTER.
WHAT THE HELL DO YOU WANT NOW?!!?
ER, WELL, THE THING IS THAT WE'RE ONE PLACE SHORT IN A PAINTBALL GAME AGAINST SEGA POWER....
DOES IT INVOLVE GUNS?
ER...I SUPPOSE SO
THEN I'LL SEE YOU THERE!
ER, I THINK SO
DOES THAT MEAN HE'LL COME THEN?
HA HA! DEATH! VIOLENCE! NYAH-HA-HA! MAIMING! DESTRUCTION!
IT'S CSAP!
SOON, AT THE SURVIVAL ZONE....
RIGHT, THE AIM OF THE GAME IS TO CAPTURE THE OPPOSITION'S FLAG WITHOUT GETTING SHOT
BUT WHERE'S ERNIE?
?
BOOM! BOOM!
NYAH-HAAA! KILL! KILL! KILL!
OH NO!
AH-HA!
HELP!
BLAM!
BLAM!
BLAM!
BLAM!
HA!
SPLAT!
PHUT!
HOURS OF DEATH AND DESTRUCTION CONTINUE...
BOOM!
AARGH!
SCREAM!
OW!
BANG!
DAKA-DAKA!
BLAM!
BLAM!
HO HO! LOOKS LIKE A REAL WAR ZONE IN THERE! HA HA HA!
SURVIVAL ZONE
HA-HA! VICTORY! DESTRUCTION! MAIMING! DEATH! YAH-HA-HAA!
BOOM!
OW.
AH-HA! I HAVE THE VICTORY!
SO, HOW DO YOU TELL A PUBLISHER THAT YOU'VE JUST COMPLETELY MASSACRED SEGA POWER?
PHIL

# DIAL HARD

## With Simon Hindle



**In a spook déja-vùish experience, Simon wanted to call his communications column Dial Hard 3 – Dial Harderer, but good taste prevailed and he, er didn't. Well, enough chat, there are jargony terms to use in order to baffle people, or something.**

I hope you're all still compos mentis after last month's thrilling instalment. In true journalistic style, I'm going to totally ignore what I said I'd do this month, and do something else instead. (Look, I tried to log on to the Internet, I really did, but it didn't work. Rest assured that top level talks are going on at this very moment in an attempt to fix things.) It's more theory this month; in particular, explaining file viewers, downloaders and terminal emulators (all vital comms-type things). I've dispensed with the services of Mr and Mrs Feedline, so instead here's a nice sensible sub-heading.

**File viewers – the fact (sorry, fact)**

File viewers are self-explanatory programs. They just arrange the ASCII files you get from BBSs into a recognisable format on your Speccy screen.

**Downloaders – the facts**

Downloaders are a little trickier. They organise the exchange of modem data to minimise mistakes caused by distortion on the line and other such natural disasters. Essentially, download protocols set up a series of checks as the data is transmitted or received, so if anything does go wrong, the data is just re-transmitted until it passes the test. There are quite a few such protocols, but the most common one is the ageing but reliable *Xmodem*, which works especially well on the Speccy. Y'see, the original way of downloading things from Prestel or Micronet (sniff) was that the Prestel computer would start outputting data to the screen, and you recorded the data to tape 'live'. Very silly indeed. Enter the downloader, which, er, downloads the data into your Speccy's RAM. (Obviously better if you have a 128K machine with lots of lovely extra memory.) Only then do you save it to tape, saving time and, consequently, money. Very clever, Mr Bond.

**BOARD NUMBERS**

**ASPECTS 061 792 0260 – excellent BBS, loads of Speccy-specific stuff.**
**SIRIUS 081 542 3772**
**SPEED 0453 511112**

**Terminal emulators – well, you know the rest**

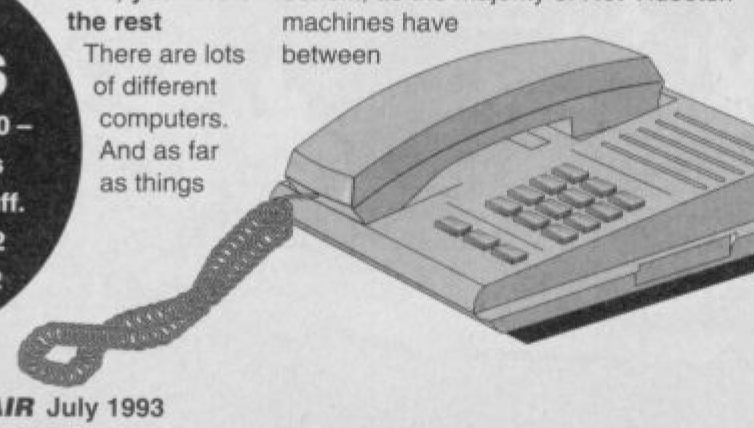
There are lots of different computers. And as far as things modemy go, the Men in White Coats have managed to keep it all standard. Sort of. There are two main standards for displaying data from a modem: Videotex (also known as viewdata) and Not Videotex, (also known as Not Viewdata). *(Are you sure you don't mean ASCII? Ed)*

You've all seen videotex terminals, whether you know it or not – TV's teletext conforms to the videotex standard. The VTX5000 modem basically turns your Speccy into a videotex terminal. That's why, when you switch on with a VTX5000 attached, you get the Micronet 800 startup screen (erk). Now this is all well and good for those of us who love paying a fortune for playing with Prestel, but there is life beyond its portals. And that's where these terminal emulators come in. Instead of using fancy page numbers and silly methods of downloading, they just use nice, simple ASCII and better download methods. And terminal emulators let you turn your Videotex terminal into a Not Videotex terminal. *(I'm still not convinced. Ed)*

There are a number of terminal emulators available on the Speccy, and I have two favourites. The first is *Specterm*, and although small, it's very powerful, because (confidential whisper) it's completely user-configurable. This strangling set of syllables means you can alter it to do anything you damn well please. There are oodles of options – you can even program your name and password into it, to save you having to type it each time you call up a board. Lovely, and definitely a Megagame, if we give such things to terminal emulators. *(Er, no. Ed)*

The second is a very simple emulator (the name of which escapes me in an entirely embarrassing sort of way) written in BASIC. Now before you all start whingeing, remember that a terminal emulator doesn't really need the speed machine code offers, and as it's in BASIC, all those of you who know a little of the language (insert plug for Steve's Programming Launderette here) can customise the prog as you feel fit. It even has a little bit that works out how much each call costs!

The other real benefit of these emulators is that they give your Speccy 64 columns of text (like most word processors), as opposed to the 32 or 40 that Videotex offers. This is a real benefit, as the majority of Not Videotex machines have between 64 and 80 columns of text. As far as I know, there is no 80 column emulator available for the Speccy, and I reckon it's technically impossible to do. Oh well.



**BG Services – the obligatory mention**

These progs (and many others, etc etc) are available from the entirely expected BG Services, who can be found at 64 Roebuck Road, Chessington, Surrey KT9 1JX. Drop BG a line (include a sae) and they'll let you know what's available, which model of Speccy you should be running it on, how much it costs, what colour the cassette is, and by the way would you like to buy some double glazing? Or something. And mention Dial Hard when writing, so BG know where to send the cheque, hem hem.

**WARNING!**

**So good, it's worth printing twice. Modems can wreck your life. Really. You've got to remember that although you're having lots of fun on the modem, it's costing you (or your parents, or whoever) money. If you're sensible about using the phone, you can make a nice little hobby out of modeming. However, if you're not, you'll pay for it, in every sense of the word. Remember the phone bill!**

**Tch. Finished already. Anyway, if you've any questions of a modemy or comms nature, write to me, Simon Hindle, at Dial Hard, YS, 30 Monmouth St, Bath BA1 2BW. Next month! I really will be delving into the Internet! Cheerio.**

# FREE! ZOOL
## SOFTWARE PACK - FROM SILICA



ZOOL is the software pack of the year.
It includes Zool, Transwrite, Pinball Dreams and Striker - Value £127.92.
Silica's A500 and A600 Standalones include a Free ZOOL pack.
For all other featured packs (Cartoon, Lemmings, WWW, Epic & Comic), Silica include a Free ZOOL pack as well as GFA Basic and Photon Paint.

| | |
|---|---|
| ZOOL<br>Platform title of the year - 97% Amiga Comp - Nov '92 | £25.99 |
| TRANSWRITE<br>Word processor and Spell Checker | £49.95 |
| PINBALL DREAMS<br>Pinball simulation - 94% AUI - Sept '92 | £25.99 |
| STRIKER<br>Soccer simulation - 94% CU Amiga - June '92 | £25.99 |
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## *Commando*

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Ever fantasised about being dropped into some deadly jungle (hostile territory and all that) with nothing but a measly machine gun to protect you? Well look no further because here at YS we have up for grabs a limited edition AK47 and a one-way ticket to... hang on, my mistake. Look no further, because here's the long-awaited re-release of that famous and very old shoot-'em-up *Commando*. Er, hurrah.

Well, anyway, about the game. The plot is pretty simply and reads something along the lines of... (Sound of someone rustling papers on desk.) Blimey where has that inlay gone? Er, er, once upon a time there lived a mild-mannered social worker from down South by the name of Steve. Minded his own business he did and expected others to treat him likewise. One day, while walking to the local shop to fetch a white sliced loaf, something quite extraordinary happened. A manhole had been left uncovered on the road, and due to a stroke of bad luck, our Steve went and stepped right into it. Down and down and down he went, right to the bottom at which point he hit his head on a rock. Next morning, he awoke to find himself wandering in the middle of a battlefield. Being a devout pacifist, a dilemma arose – should he raise his hands and surrender or should he proceed to annihilate every last one of the blighters closing in on him with this handy machine gun he seemed to have picked up from somewhere? After a moment's deliberation, he cast aside both his ethics and his hopes of ever seeing a white sliced loaf again, and started shooting.



Ow, my conscience! Well, the plot definitely involves shooting, anyway. Lots of it. Armed with that machine gun and a handful of grenades, you mission involves advancing as far up the vertically-scrolling landscape as is humanly possible. If you run low on grenades, you can steal the opposition's, which is a bit useful to say the least.

Should you reach the end of a level, you come slap bang up against a big gate, out of which pop zillions of newly-recruited troops with (squint) your name on their bullets! Blast these into the ground and it's on to the next level. No problem (Sarge).




Damn it Brad, you told me these little boxes were made of ticky-tacky. That's the third man I've lost to them already. Oh no, Dozier's just been eaten by the giant cotton wool ball as well. I'll be making a full report about this, mister.






Hello sir, (blam blam blam) I wonder if I could interest you (ratatatatatatat bang) in my company's exceptionally fine (chug chug chug chug kablang) double glazing? (Poot.)

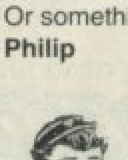
The sheer addictiveness lies in finding out what the next stage holds – how it's laid out and what hazards there will be to overcome. These hazards get progressively more insanely dangerous, and the opposition grows less shy about whipping out their rocket launchers *(Oo-, as they say, -er. Ed)* These one-man mission larks appear impossible at times – makes you wish they'd included a two-player option. *(They did, in the sort-of sequel,* Duel, *which was crap, so there you are. Ed)* Oh well, ne'er mind.

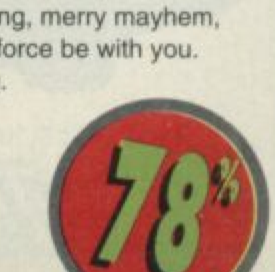
Where were we? Oh yeah, addictiveness. Yes, it is addictive. In fact I think I'll just nip odd for another try. And I think I'll take along a representative sample of the studio audience. (Small party runs through desert landscape.) On our left we can see what's known as an army tank – nasty little number indeed. Don't get too close. (Ratatatatat.) Oh, and best be careful of those trucks cruising across our path. And what's that jumping out of them? Why, it's a lot of soldiers! (Ratatatatatat.) Pah, amateurs.

Watch out for the bloke with the bazooka. (Whizz, kablamm.) Cripes, that was close. (Party dives into ditch.) And now, for anyone interested, the bridge we're crawling under was erected in 1936 by a sheep farmer worried about his critters. What's that, sir? I don't wish to know about your critters. Now, on either side of us are the trenches. Note how the inhabitants crouch down as we approach. No cameras please, they don't like it. And here we have the mad motorcyclist, an unpredictable fellow. Yikes, dive for cover! (Party zigzags in panicked fashion.) Missiles, eh? Yikes, heads down. Flamethrowers, eh? Yikes, say yikes a lot. Yikes. (Ragged party stumbles through gate and collapses on grass.) An enjoyable romp if ever there was one.

So, all in all, I could sum up *Commando* as being a bit of a classic really. It's got everything fanatical shoot-'em-up folk could ever want and a bit more to boot, whatever that means. If you missed it last time around, well, here's your chance to join the war. Happy shooting, merry mayhem, and may the force be with you. Or something.

**Philip**





## *Swords and Sorcery*

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'Anatomically upsetting' were the words Jonathan used in description of this 'un, and, looking at the cover art of an impossibly-muscled barbarian type, it's horrifically clear how right he was. In fact, *Swords and Sorcery* is a definite addition to the ranks of the immortal Games Featuring Anatomically Challenged Characters, up there with such greats as *International 3D Tennis*, the original *Legend of the Amazon Women*, and, of course, *Game Over* (hem hem). Arf.

Well, errr, moving swiftly on to the game in hand... it's ever so slightly ancient, getting a review way back in ish two. (And it was two years late coming out even then – not promising, is it?) It did, however, introduce the 'awesome' (so awesome, in fact, it hasn't been seen since, heh heh) MIDAS software, which is, er, something to do with the 3D tunnel effect and cramming sprite graphics in, I think. Er. Anyway, it's basically the grand-daddy of games such as *Bloodwych* and the non-Speccy *Dungeon Master* – though of course it's much less complicated. The puzzles, quests and suchlike of the later games are missing here, making the whole thing basically a case of whether to talk to monsters or to chop them into warty slivers (which you almost always end up doing anyway). Ho hum.

Anyway, everything (bar movement) is done with scrolling menus of commands – you know, Hit, Magic, Talk etc – which lead into other menus. It's easy to use but takes ruddy ages when you have to smash open a chest, take out every object in turn, pick all the objects up in turn, and so on. The best bit comes when you can actually get a beastie to talk before attacking you with something of substantial pointiness – you can indulge in bribes, threats, boasts and even some pretty chronic insults (try



'Death to the chopped-up slimy yellow zit' or even 'You slow sweet bottom-blast' – eerghh). Utter filth, I think you'll agree.



Welcome to the Hotel Silly. I'm your bellboy, Death, and this is your room. It's a deluxe suitette with luxury rugs and a selection of walls. If you need anything, just call. What? 50p tip? Right, I'll just have to deliver your soul beyond the great veil then.

Well, that's about all the thing has to offer. If the other stuff in the genre like those mentioned above wibbled your particular cerebrum to a pleasant degree, you'll probably get your four quids' worth here, if you can keep in mind its age and treat it like the slightly senile, drivelling old goat it is. If you haven't got the time or patience to plough down past the surface, though, avoid it like a Bobby Davro charity appearance.

**Leigh**








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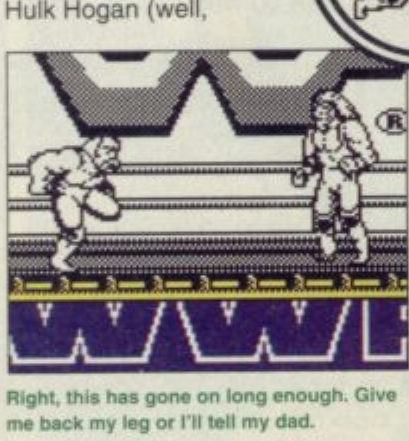
Right, I'll level with you. Stuart of the clan Campbell was supposed to be reviewing this but he's vanished into the Twilight Zone. So you've got me instead. You know, the one who does the Killer Kolumn. What do you mean, all he knows about is SF? I know my Speccy games, me.

Take *WWF* for example. It's got the kind of multiload that makes 2001: A Space Odyssey seem really fast-paced. The tape whirrs, the screen flashes (exactly the way the Star Gate in *2001* didn't) and you get an option screen. Let's choose Hulk Hogan (well, Ultimate Warrior was a rubbish film and I always hated British Bulldog at school). The tape whirrs then you're told to turn the tape over. The tape whirrs – oooh, something exciting at last.

Er, maybe not. Mr Perfect makes some cutting remarks about our Hulky. Never fear, 'cos you can choose an insult to fling back – not that it's in the Vogon poetry league of inflicting physical pain; more Pam Ayres. Then the tape's off again. Yep, we had to endure a good few minutes' loading for that nonsense.

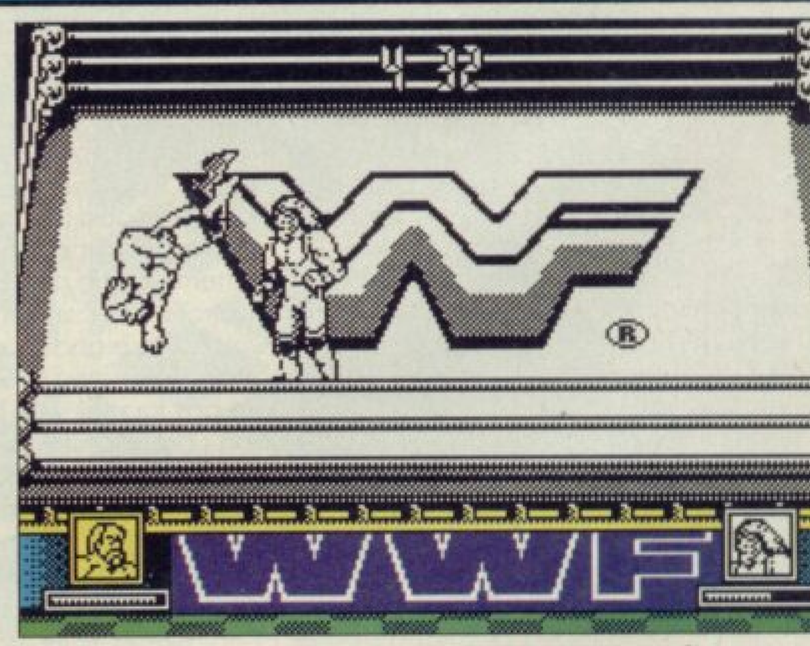


Finally, the game proper. A US-style wrestling sim that's nothing like the sport it's based on – you don't get to rehearse your moves with your opponent before the bout. Instead, you have to use combinations of joystick movements or keyboard presses to make your wrestler perform kicks, hits and hugs, not to mention flying and running versions of the same.



Right, this has gone on long enough. Give me back my leg or I'll tell my dad.

There's some frantic icon-prompted waggling and button-pressing as well (surprise, surprise). Waggle or press fast enough and you can mangle your opponent to a pulp – and I don't mean '50s SF comics.



Derek summoned his strength for a last-minute sprint. But it was too late! Even as he bent to place the glass of water, Henry the Magnificent plummetted 150 feet to the sawdust.

There's a decent range of moves and the controls seem logical (Captain) though unless you make sure you're dead level with your opponent you end up flying straight past him when you perform a move. Strangely, the Speccy-controlled wrestlers never have this problem. Two-player mode is fairer, but finding someone daft enough to play against could be difficult.

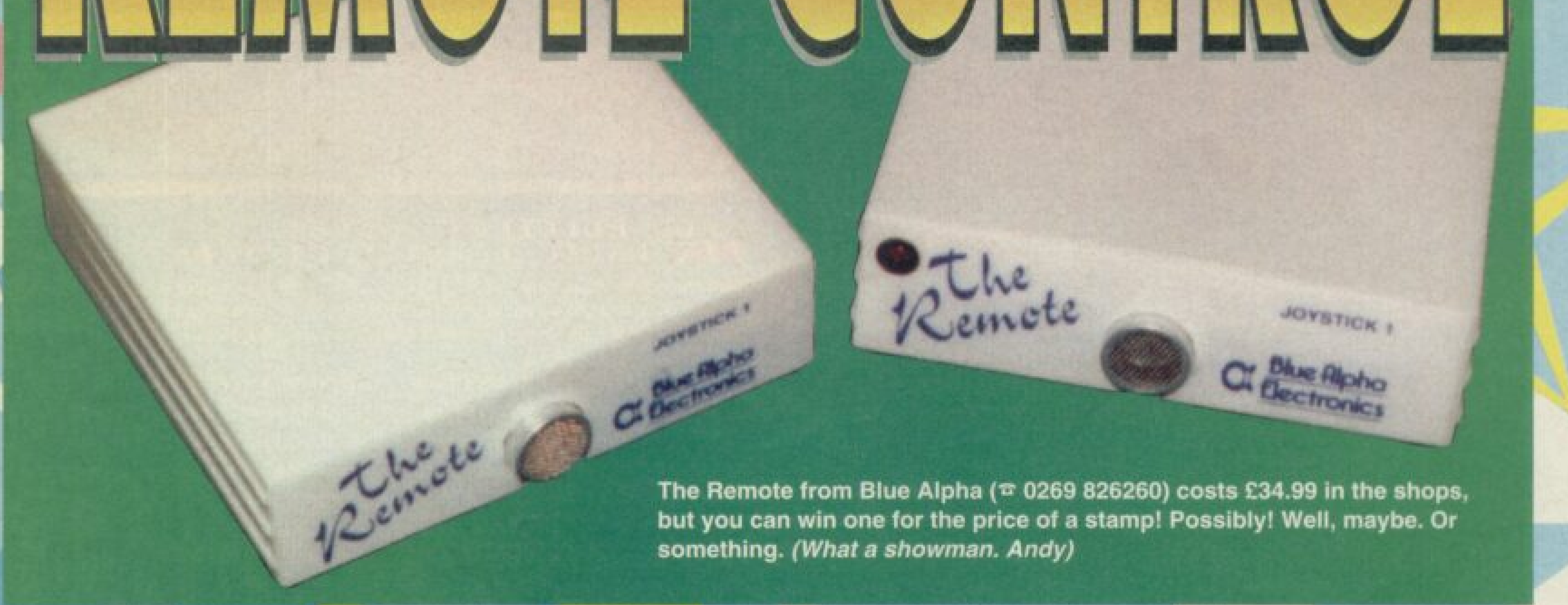
It's all a bit humdrum and becomes very samey quicker than the Nightmare On Elm Street movies. The names of your opponents and their insults might change but the gameplay never varies. Buy Deep Space Nine on video instead.

**Dave**





# Remote Control




**The Remote from Blue Alpha (☎ 0269 826260) costs £34.99 in the shops, but you can win one for the price of a stamp! Possibly! Well, maybe. Or something.** ***(What a showman. Andy)***

Oh, I know, it's so tediously obvious a pun, isn't it? Y'see, The Remote is a new bit o' hardware that allows you to play games sitting miles away from the Speccy (or something).

There are two bits to The Remote – the transmitter and the receiver. The idea is that you plug the receiver into your Speccy, then plug the joystick into the transmitter and flop down in your fave chair without having to scrape it across the carpet so you can reach the Speccy. The transmitter sends out a code of ultrasonic, er, noises corresponding to your joystick's movements and the transmitter picks 'em up and feeds 'em into the Speccy. Result – remote control games! Well, sort of.

The dashed clever bit is that since joysticks are (more or less) standardised, The Remote can be used on any computer with a minor kludge here and there. Blue Alpha, the bods behind the box (who SAM peeps may remember with warm affection, or something) are confident that The Remote will be the biggest thing to hit the computer scene since a water buffalo crushed the programmer of *Count Duckula 2* back in 1986.* And thanks to Blue Alpha's Mother Theresa-like generosity, YS readers have the chance to win one of these add-ons. *(Hurrah! YS readers reacting on cue)*

We were going to review The Remote this month, but, as they say in quiz shows, time, that old enemy, beat us once again. Instead we're holding the review over until next month so our panel of experts** can really take it apart (not literally) (well, maybe so). However, a quick play around has convinced us that it actually works and, as you supply the joystick, it's far better than the only other remote controller we can think of, Cheetah's RAT, which was a ghastly plastic joypad sort of affair. According to Blue Alpha, you can use any joystick with The Remote – you don't have to stick with the ones that have that dangly grey lead. Hurrah again! At the moment, you can only play with joystick one on a two-port machine, but if ths original model takes off (which Blue Alpha are completely convinced it will) then we'll see add-ons for two-player games, as well as Remotes to work with console machines, which isn't really relevant, but what the hey.

Okay. Enough exciting bumph-type stuff. You'll want to be a-knowing how to win one of these white box thangs. Well, in an entirely unsurprising move, you have to answer the following question then send your answer to us. There are three prizes in the compo.

- First prize is a **Remote Joystick One with £10 off a Remote Joystick Two** (er, when they're released).
- Second prize is a **Remote Joystick One**.
- Third prize is the **£10 voucher** for either a RJ1 or a RJ2. Phew, eh?

The question is...
'Joystick' was originally a colloquial term for what?
a) The French bread produced by M'selle Joy Piccolo, the famous unicycling baker of Ypres.
b) The control lever of an aeroplane.
c) The Chelsea Flower Show, my man, and don't try taking us the long way, we're not tourists. Oh no! We seem to have been spookily transported inside a multiple choice competition question.

**To: 'It's A Long Way To, Well, Everywhere Really' compo, YS, 29 Monmouth St, Bath BA1 2DL**

The answer is ..........................................................

My name is ..........................................................

My address is ..........................................................

..........................................................

Tel No .............................. Postcode ..............................

Exact model of Speccy or SAM (completely vital) ..............................

Shoe size (optional)..........................................................

## RULES

- Employees of Future Publishing or Blue Alpha aren't eligible to enter, so there.
- All entries must be received at the Shed by July 6th 1993.
- People who send in multiple entries will be ignored with much curling of the lip.
- Andy's decision is final. *(Right! I'm going home then. Andy)* Erk.

*Yes, it didn't happen, but it should have.
**Hahahahahahahahaha. Sorry.

# SAM centre

## NEWS

**At last! Things happening in the SAM world that are not 'in negotiation' or 'under discussion' but just plain 'released' or 'definitely being worked on, honest, guv'. It's a refreshing change.**

### THE PHEATON EFFECT

News reaches the ears of yours truly that Nigel Kettlewell of *Days of Sorcery* fame is working on a 'sort of 3D *Dungeon Master* but set in the future-type game'. The working title is *The Pheaton Effect*, and as you can see from the screenshots scattered about, it's at a very early stage of development. Nigel: 'It's perhaps a little more mainstream than *Days of Sorcery*, though it still has adventuring elements, ie solving puzzles, but I'd really like to make it more than just an adventure with 3D graphics. That's going to be hard, of course, but arcade sequences will probably not be in keeping with the rest of the game. Basically, I'm not yet certain what direction the game is going in yet – we'll have to wait for the finished design (from Darren Blackburn), when I can work out exactly what can be done.'

The basic handler routines are more or less done, so the game itself should be finished by September. This is a provisional date, though, so watch out. As Nigel says, 'I don't want any



pressure to finish it, since I do like doing things other than programming – like eating, sleeping, going out, etc.' Well said. Programmers are human too! (Or so I've been told.)

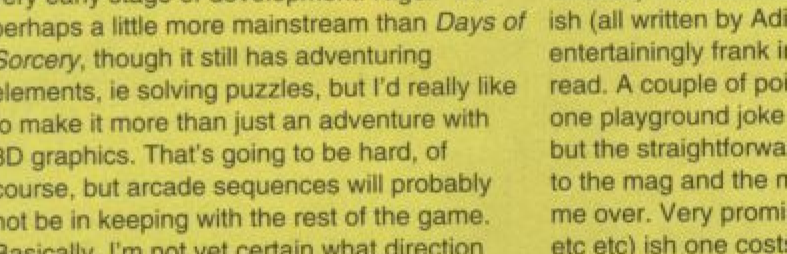
By the way – a quick word about *Days of Sorcery*, Nigel's adventure. Tim Kemp reviewed it just before leaving for pastures new, but the review itself hasn't yet been printed. (It may pop up on *YS2* issue 3.) Essentially, Tim loved it to death, gave it 10 out of 10 and wants people to buy it in large quantities to restore his faith in human nature, or something. The game costs £9.99 and is available from the author at 12 Limited Road, Moordown, Bournemouth, Dorset BH9 1SS. Cheques/POs should be payable to Nigel Kettlewell. 'Provided my carp with adequate nourishment' – TB Falsename.

### MAKE ROOM! MAKE ROOM!

Just squeezed out of this month's SAM Centre was the Zine Scene, featuring Adie Nunn's soon-to-be-renamed *Pump* (issue one). A purely gamesy mag (well, with a couple of music reviews, soon-to-be-dropped sound samples and some sophisticated film reviews) that features at least two games per ish (all written by Adie using *SCADS*), it's entertainingly frank in its opinions and a good read. A couple of pointless swearwords and one playground joke spoil the effect a little, but the straightforward, almost improvised feel to the mag and the mild hamster fixation won me over. Very promising. *Pump* (soon to be etc etc) ish one costs £2.50 (£4.00 for overseas orders) and is available from Adrienne Nunn at Craiglea, Aviemore, Inverness-shire PH22 1RH.

### DYADIC DEMO

Phoenix Software is offering a £1 sampler disk (£1.50 if you live abroad) containing 'big demos' of the games in the *Dyadic* compilation, *Snakemania* and *Craft*, as well as a few other bits and pieces yet to be finalised. The price of the disk is redeemable against *Dyadic*, which is on offer to YS readers at £10.99 (or £9.99 with the demo disk) instead of £11.99. It rated 45% in ish 89, but – hey! – you may like it, or something. *(You're too nice to live. Andy)* Send your cash to D Ledbury, 19 Lyme Ave, Macclesfield, Cheshire SK11 7RJ.




So early it could feed the chickens, this work-in-progress version of *The Pheaton Effect* is basically used to test the icon drivers. That yellow loudspeakery thing is actually the programmer's crap graphical representation of the walls of a maze. Lots to do, could be fab.




Being serious for a moment, this is the only printable pic out of the 18 in the last part of *The Lyra 3*. If you're easily offended by some anatomically remarkably unlikely women posing nude (basically), leave well alone. It's a real pity, too, because there's no swearing in the demo. ESI, gun, foot, pointless.

### THE LYRA 3
**ESI**
**PD – available everywhere**

It's arriving... it's arriving... it's arrived! ESI's semi-legendary (everybody knew they were doing one, but nobody knew what it was called) megademo finally makes it to the SAM. *The Lyra 2* being a particular fave of mine on the Speccy, I couldn't hit F9 fast enough, so failed to load the program and had to try again, but more rapidly this time.

If disappointment was a big, blue, coldly-angled cube, I'd be sitting here with a big, blue, coldly-angled cube. *The Lyra 3* is a real letdown. From the loading counter between parts (which ever so slowly chugs through up to 600 cycles) to the complete lack of imagination in the various parts, the prog roars half-heartedness. The majority of the effects revolve around scrolly messages – scrollies bouncing round in a circle, scrollies in the border, 24 simultaneous scrollies, scrollies in a ring, vertical sine-wave scrollies and the plain old scrolly in a bouncing bar. Great. (An obvious lie.)



*The Lyra 3* would be a fairly good Speccy demo – lots of fast movement, plenty of parallax starfields – but it doesn't exploit the Coupé's superior capabilities. In fact, it reminds me irresistibly of a Speccy demo – a lot of the effects here can be seen on the Spec, and those that haven't certainly could be. The only new effect that caused my left eyebrow to raise marginally was the ring scrolly, and the only SAM-y impressive part is the finalé, which features 18 digitised Boris 'Cert 15 uninhibited fantasy artist alert and we're not kidding about the uninhibited bit' Vallejo pics ported from the Amiga. But I must mention the music – it's excellent. Funky remixes of previous ESI pieces, a couple of new ones – it's the highlight of the megademo.

*The Lyra 3* in a nutshell then: okay for a first attempt, but a great disappointment and (dare I say it) *(Dare! Dare! Andy)* inferior to many Speccy demos.

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**85 Jan ONo YS85**
With *Guardian 2*, the *ZIP BASIC Compiler*, *Shock* megademo and *Bored of the Rings Part Two* all on the tape. And! A free tape head cleaner. Inside: the Beyond Belief story and *Football Manager 3* reviewed.




**86 Feb ONo YS86**
Fun-filled tape includes the incredibly smart *Turbulence*, the final part of *Bored of the Rings* and a reader game called *Hexcellent*. Ace, eh? Inside there's a round-up of the year and *Robin Hood: Legend Quest* gets the once-over.




**87 March ONo YS87**
What a tape! It's got *Rebelstar*, *Soldier One* and *The Pathetic Pablo Bros*. Plus! A demo and a couple of utilities. Inside you'll find *Nigel Mansell's World Championship* and *Street Fighter 2*. A fruity pear of an issue!




**88 April ONo YS88**
Kill your friends! (Not literally.) Two-player *Rebelstar* is on the tape (along with a load of other stuff) while *DJ Puff* and new machine code column Ooh, Sourcey! brighten up the mag. There's also a Sylvester McCoy interview. Bwah!




**89 May ONo YS89**
Get some education! Playdays reviewed inside, with the evergreen *Chaos, Ano Gaia* and *Music Synth 48K* on the outside. (On the tape, clot.) Plus! Dial Hard, our new comms column. And! No mention of Richard Stilgoe.




**90 June ONo YS90**
Back (back! Back!) The YS Complete Guide To tackles 3D games and misses out quite a few (probably). *3D Deathchase*, the Best Game Of All Time, is on t'tape, and the +3 Musketeers ride up inside. Or in upside, whatever.

**Dash down your name, address and the order number of the issues you want and send along with a cheque/PO made payable to Future Publishing Ltd to:**
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# CRAFTY CROSSWORD CLUES!

**ACROSS**

4. Right-hand man to *The Sentinel.* (8)
5. The Captain, mortal enemy of Baron Von Flyswatter. (6)
6. The game that inspired the infamous Corinne Russell ad. (Fwor, eh?) (5)
8. Affectionate shorthand for the first really groundbreaking beat-'em-up. (4)
9. Titus is his name, and, er, he's never actually appeared on the Speccy. (3)

**DOWN**

1. *Rescue .. Fractalus.* (Er, sorry.) (3)
2. Previously Mastertronic. (6)
3. The nationality of Rainbow Arts. (6)
4. Prefix to the Codies' first *Robin Hood.* (5)
5. They escape from broken vases in Level 2 of that rather fab *Myth.* (5)
7. Utterly cack 'pop' 'group' beloved of ex-Ed. (1,1,1) *(One of their members is a first cousin of mine. It's completely true. Ed)*

Leigh Loveday again, folks. (Surprise, eh?) Send your answers to YS July Crossword, Ish 91, YS, 30 Monmouth St, Bath BA1 2BW, if yer want.

# KILLER KOLUMN FROM OUTER SPACE!

### Star Turn

**Deep Space Nine** is a hit, it's official. In the US the first few episodes have had massive viewing figures and some great reviews. And guess what? It deserves them.

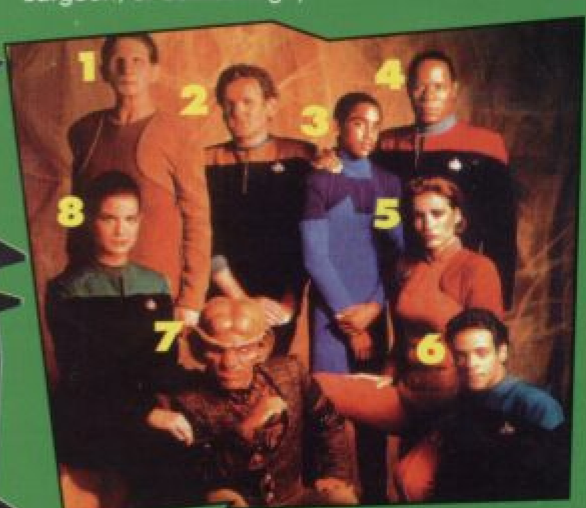
It really is a stonker. The first episode has the most amazing effects ever seen on TV, though the plot is a bit slow, and the characters, a bunch for whom the word motley was invented, are (dare I risk the wrath of Next Gen fans) far more interesting then the crews of the Enterprise. The basic premise of the series goes something like this: Deep Space Nine is an abandoned Cardassian space station which orbits the Bajoran homeworld. The Cardassians had invaded Bajora, but became fed up with Bajoran guerilla attacks and moved out. The Federation took over the space station so that they could help the Bajorans rebuild their planet. But then a worm hole (dead handy short cut in space-type thing) appears nearby and the Cardassians decide they want their space station back. (But where are the split infinitives?)

Unfortunately it's going to be years (literally) before the BBC gets to show Deep Space Nine here, and even Sky has put back transmission until the end of the year. But you can get to see the series now, because this month sees the release of the first episode on video. Get it. You won't be disappointed.

## WHO'S WHO IN DEEP SPACE NINE

**1. ODO** – A shape-shifter with mysterious origins. He's the security officer and his natural form is a blob of jelly and he doesn't have a sense of smell.

**2. O'BRIEN** – Who you might recognise as the Transporter Operator in Next Gen. Now he's been promoted to Chief Operations Officer. (Er, doesn't that mean he's a surgeon, or something?)



In the first episode of the new series, the crew of Deep Space Nine is sucked into an alternate reality composed entirely of giant tissues.

**3. JAKE SISKO** – The Commander's teenage son. He's not as irritating as Wesley in Next Gen – who could be? – but still expect loads of dull teenage angst sub-plots (yawn).

**4. BENJAMIN SISKO** – The space station's reluctant Commander. Picard killed his wife when he was Locutus of Borg, and this man has a serious chip on his shoulder about that (well you would, wouldn't you). He's also been virtually forced into accepting this job. Not a happy chappy.

**5. JADZIA DAX** – The Science Officer might look like a woman, but he's not. He's actually a transves… er, a Trill, which is a lifeform that needs a host body to survive. It's all rather confusing, really.

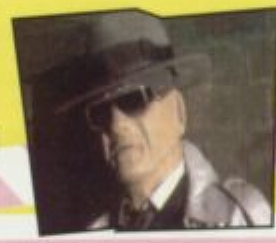
**6. QUARK** – The Ferengi who runs the bar. Would you trust this man to give you the right change?

**7. MAJOR KIRA NERYS** – The First Officer is a Bajoran chosen for diplomatic reasons, but she's not entirely happy with the Federation poking its nose into Bajoran affairs.

**8. DOCTOR JULIAN BASHIR** – The Chief Medical Officer. He looks set to be the one to carry on the James T Kirk tradition of falling in love with a different female guest star every week.

### Euro-Dwarf

Ever wondered what **Red Dwarf** is in Hungarian? Well, we'll tell you anyway. It's Vörös Törpe. Next!


Jake Bullet – named after, er, a bullet called Jake.

### Cheaper Who

Double-pack Doctor Who vids (starting with this June's **The Invasion**) are having their prices slashed (as they say in DIY store adverts). The RRP from now on is £16.99 instead of £20.99.

### A Long Time Coming

George Lucas has reportedly begun pre-production work on the first part of the first trilogy of the **Star Wars** cycle. 'Bout time too.

**Dave Golder**

# NEXT MONTH!

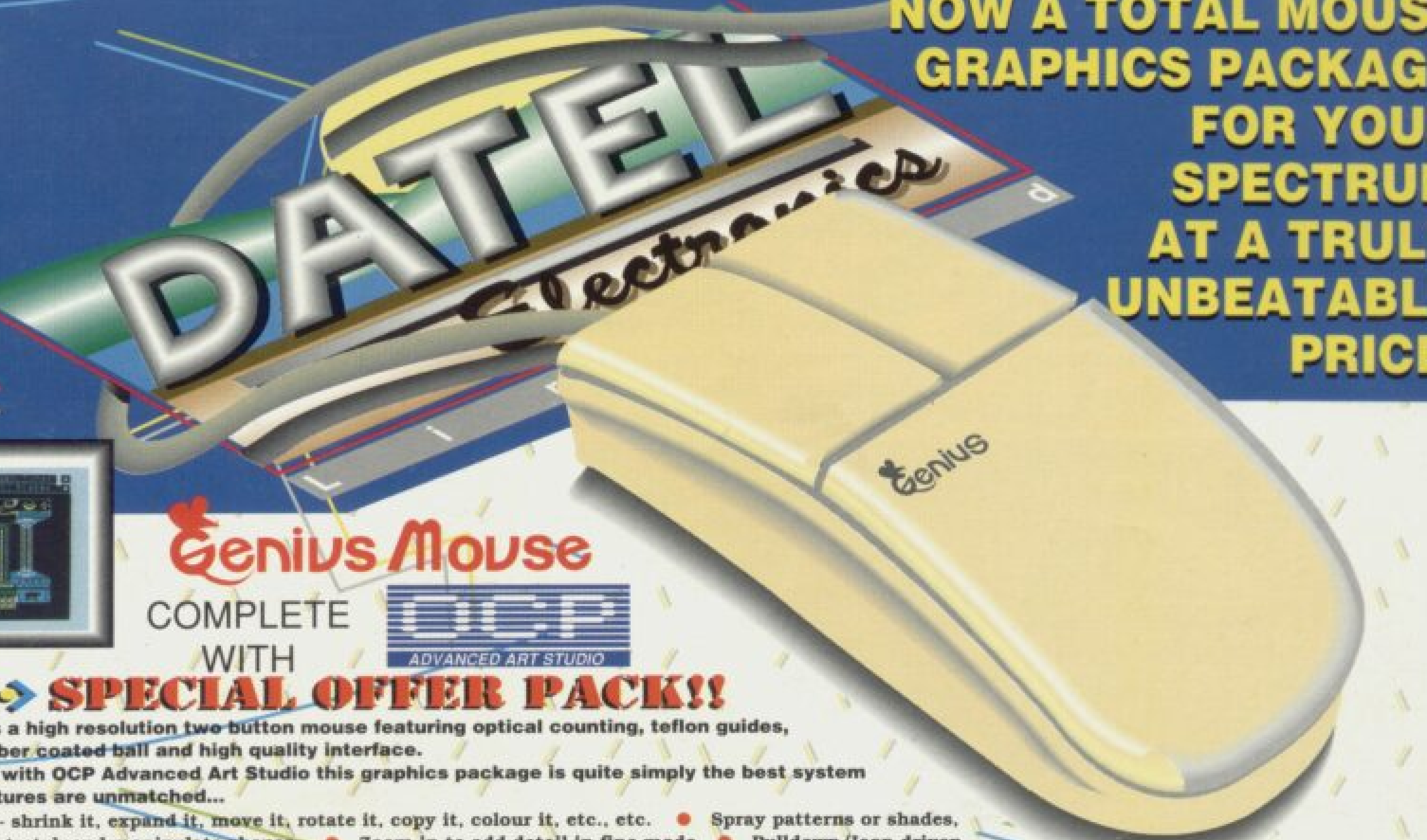
## In the world's most wanted Spec mag

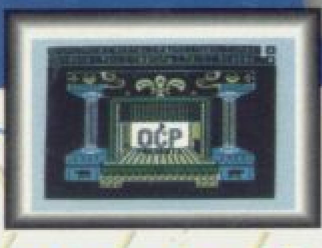
- The Jugglers turns up dere collars and scurries through shiny back alleys to bring youse dere reviews!
- 'Machine Gun' Beaut Box mows down the opposition to bring you another delivery of bootleg programs. And youse is gonna like dem, see?
- And da rest of da boys hang around by dat jewellery store in a suspicious fashion! Program Pitstop revs up da getaway car, Da +3 Musketeers puts aside dose shivs in favour of a coupla automatics, Dial Hard cuts da phone lines, Tipshop clues us in on da plan and Spec Tec Jr gets da cement treatment if he talks!

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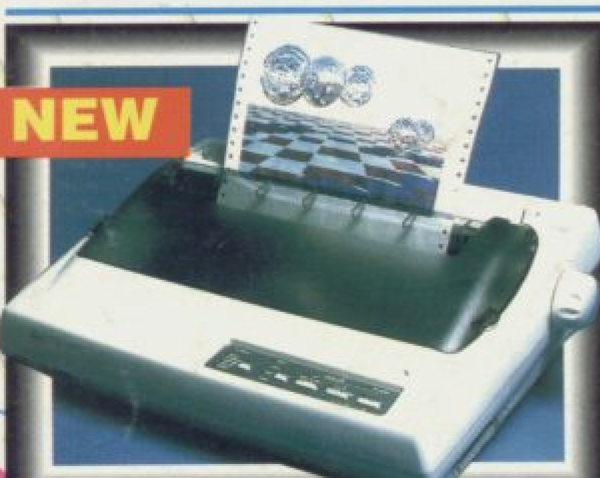
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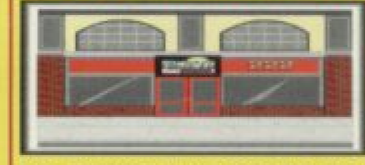
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